Maps

Map 1: Communication Breakdown

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Maps

Map 2: From Out of Nowhere

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Maps

Map 3: Leave No Man Behind

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Maps

Map 4: Operation Archangel

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Map 5: And Justice for All

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Map 6: Ghosts of Sarajevo

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Map 7: Knife in the Dark

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Map 8: Burning Bridges

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Map 9: Bad Karma

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Map 10: No Loose Ends

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Mission 1: Communication Breakdown

1.1 Overview

Click here for interactive map

Mission Overview

Three months ago Russian mercenaries raided a bio-lab in Siberia and stole canisters of weaponized African hemorrhagic fever.

A Filipino national, Kalalo, wants to buy the bio-weapon and it's your job to stop him. Your task force needs to infiltrate enemy territory and disable enemy communication lines to aid your efforts in recovering the bio-weapon.

You can earn the Balls of Steel achievement if you take some damage during the mission but don't a medkit.

Objectives

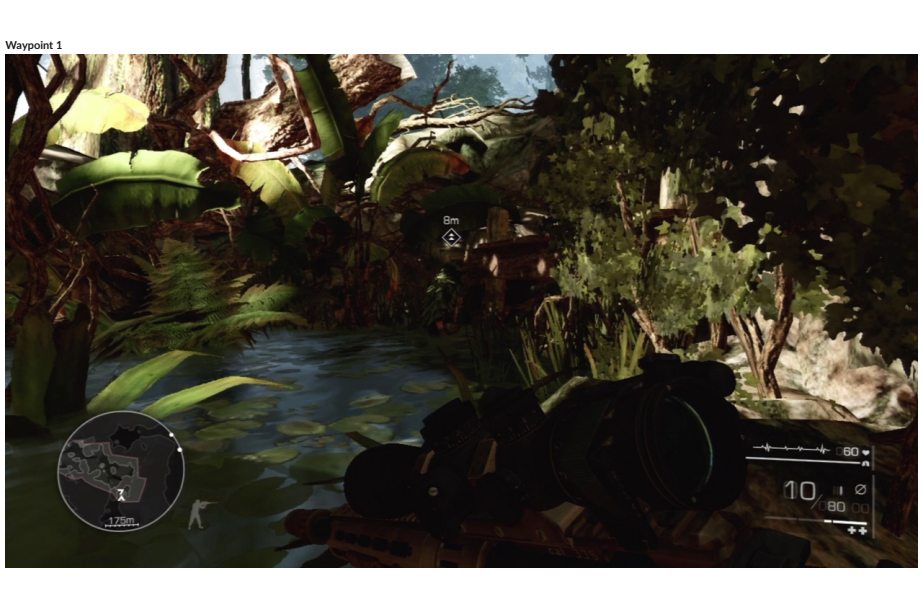
- Follow Diaz.
- Follow Diaz and eliminate called-out targets.
- Get through the village undetected.
- Reach the overwatch.
- Eliminate called-out targets and stay undetected.
- Follow Diaz.
- Plant the C4.
- Follow Diaz.
- Detonate the C4.
- Follow Diaz.
- Blow up the truck's fuel tank.
- Follow Diaz.
- Clear the area of enemy presence.
- Follow Diaz.
- Swim into the underground pass.
- Reach the church tower.
- Cover the assault team.
- Stay undetected.
- Cover Diaz.
- Cover the assault team.

Mission 1: Communication Breakdown

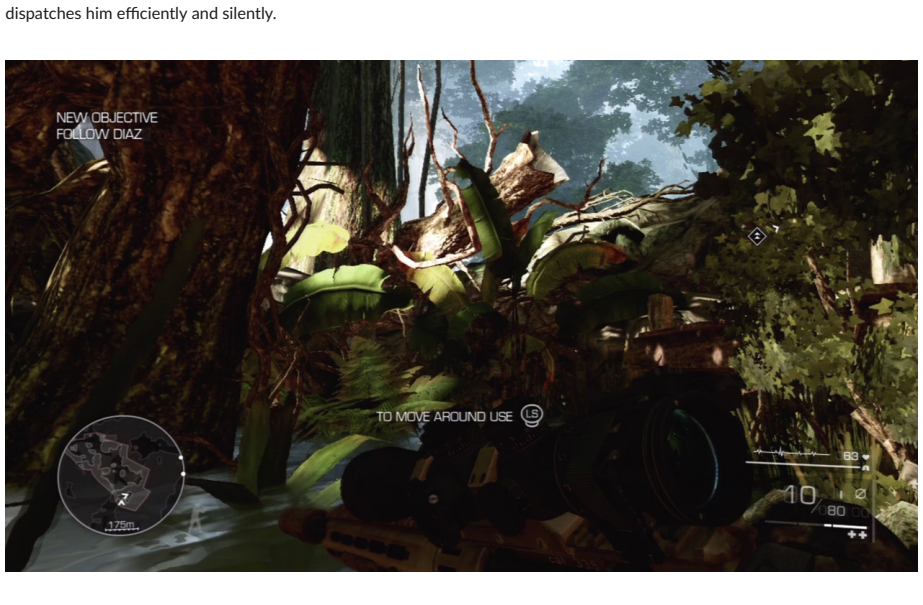
1.2 Waypoints 1-7

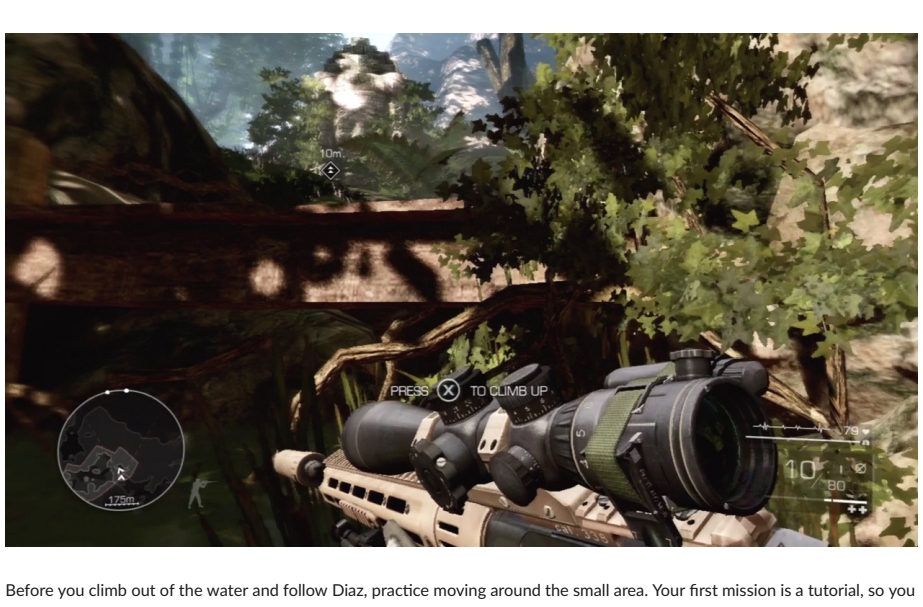
Video is restricted

Waypoint 1



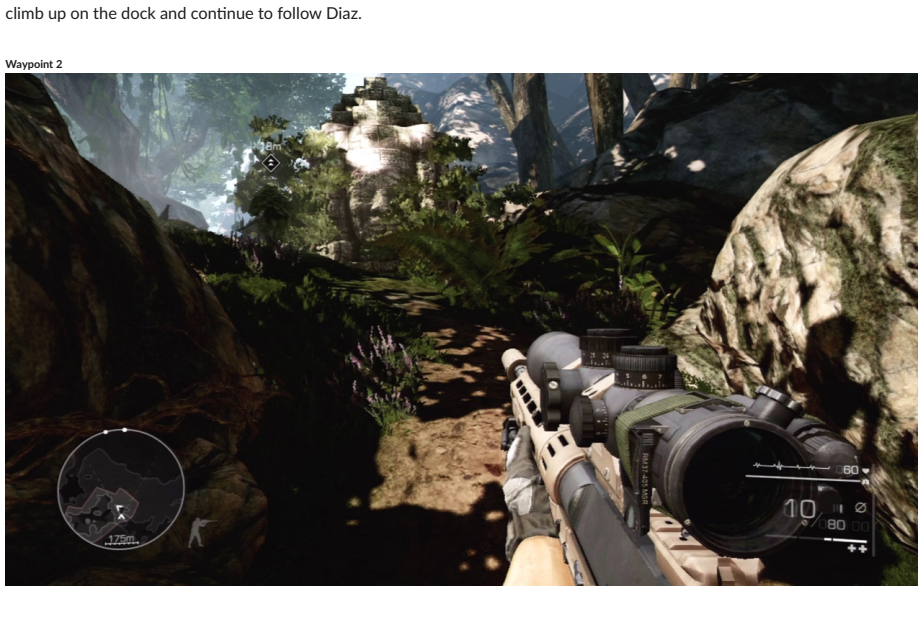
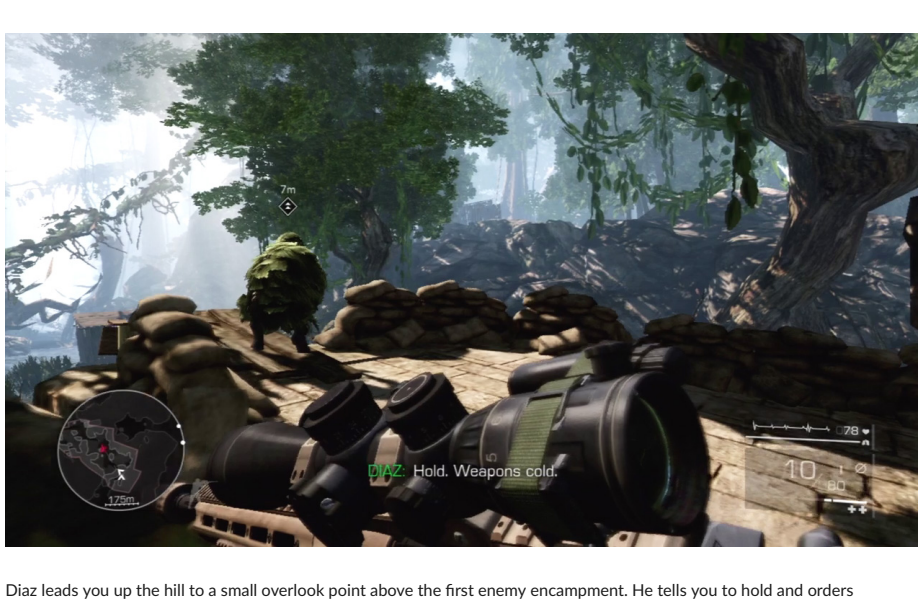
You begin your infiltration in a swampy area southeast of the enemy's defensive positions. Your spotter, Diaz, crouches concealed in the water as an enemy soldier approaches on the nearby dock. Watch as Diaz pulls the enemy into the water and dispatches him efficiently and silently.



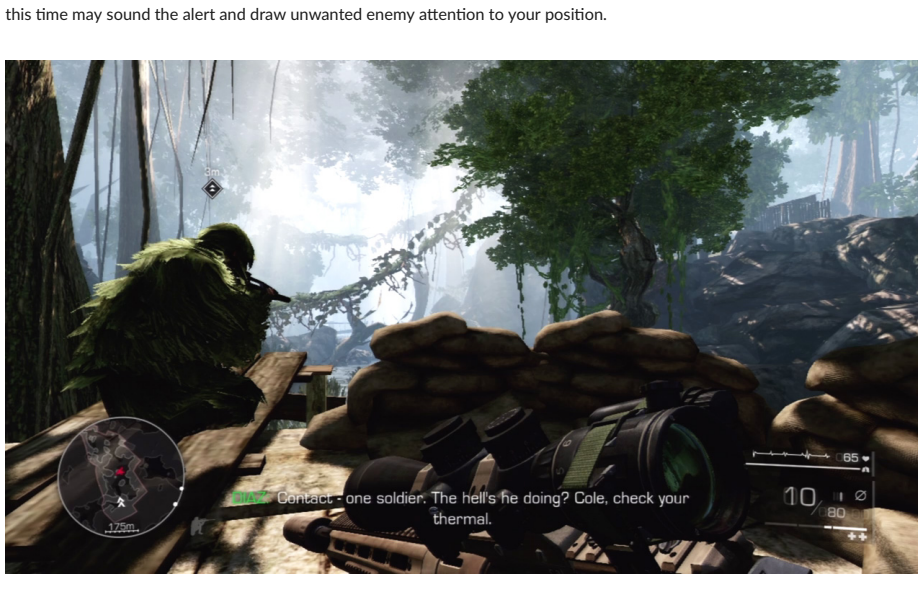


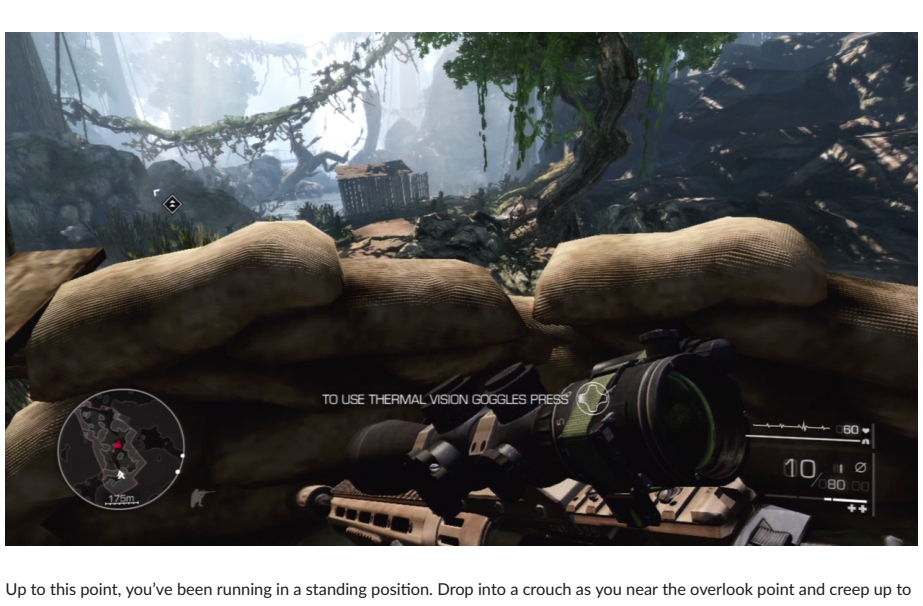
Before you climb out of the water and follow Diaz, practice moving around the small area. Your first mission is a tutorial, so you should get used to all the game's controls and perfect the art of stealthy movement and kill shots. Once you can move quickly, climb up on the dock and continue to follow Diaz.

Waypoint 2

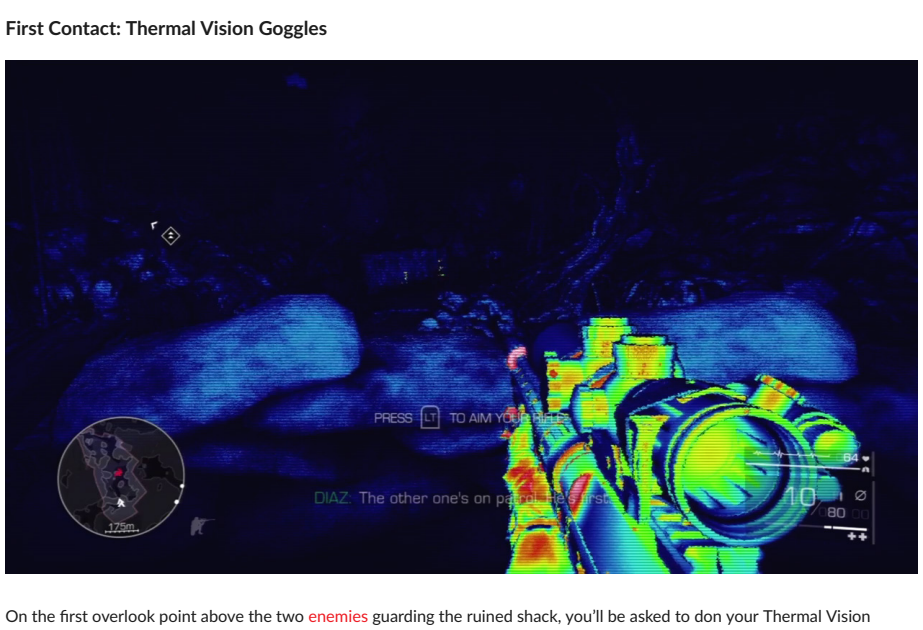
Diaz leads you up the hill to a small overlook point above the first enemy encampment. He tells you to hold and orders "weapons cold." Any time you hear "weapons cold" you should avoid firing and study the enemy's position instead; a shot at this time may sound the alert and draw unwanted enemy attention to your position.


DIAZ: Contact, one soldier. The hell's he doing? Cole, check your thermal.



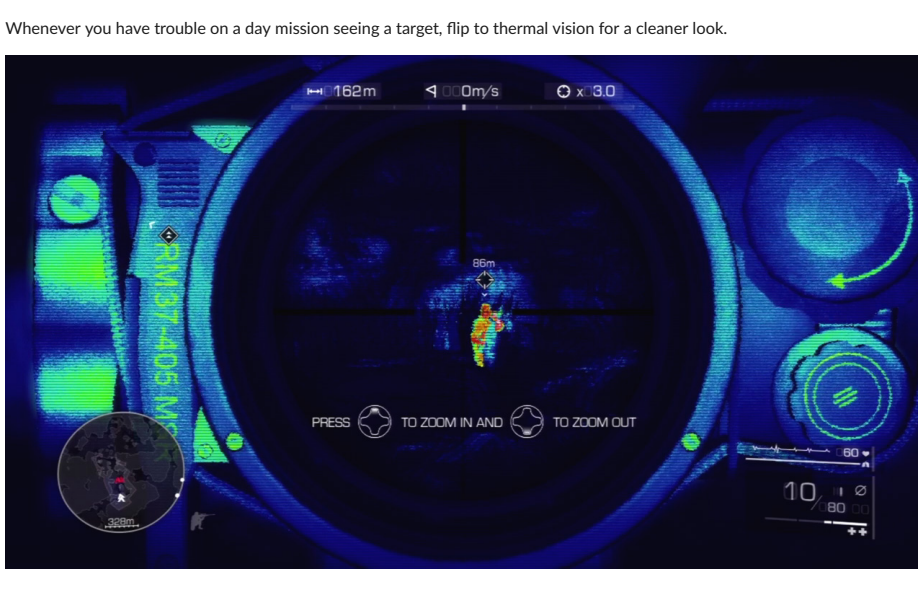
Up to this point, you've been running in a standing position. Drop into a crouch as you near the overlook point and creep up to the edge. Down below, two enemies guard a ruined shack.

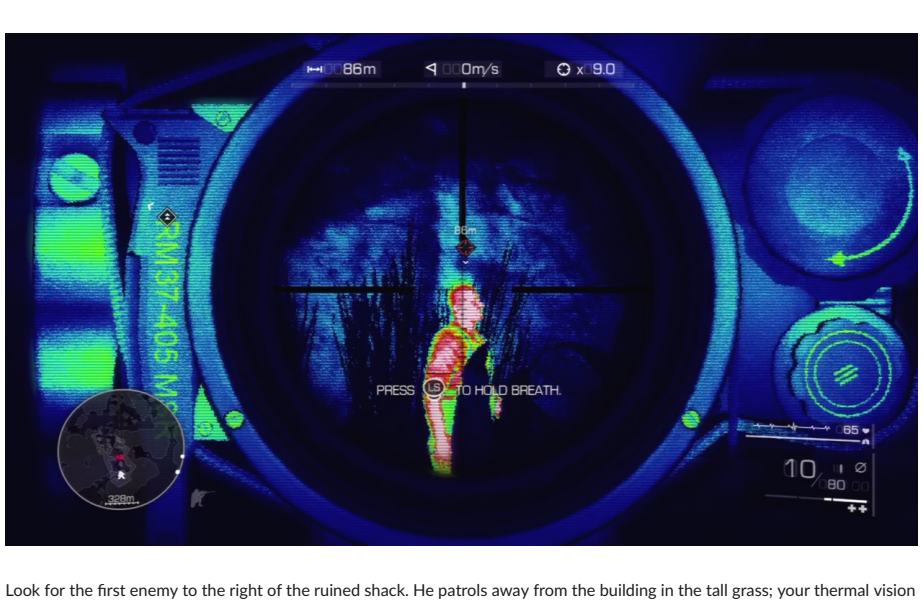
First Contact: Thermal Vision Goggles



On the first overlook point above the two enemies guarding the ruined shack, you'll be asked to don your Thermal Vision Goggles. For long shots or areas where enemies may be camouflaged by the surrounding terrain, it's generally easily to pick out targets by tracking heat signatures via your thermal vision.

Whenever you have trouble on a day mission seeing a target, flip to thermal vision for a cleaner look.





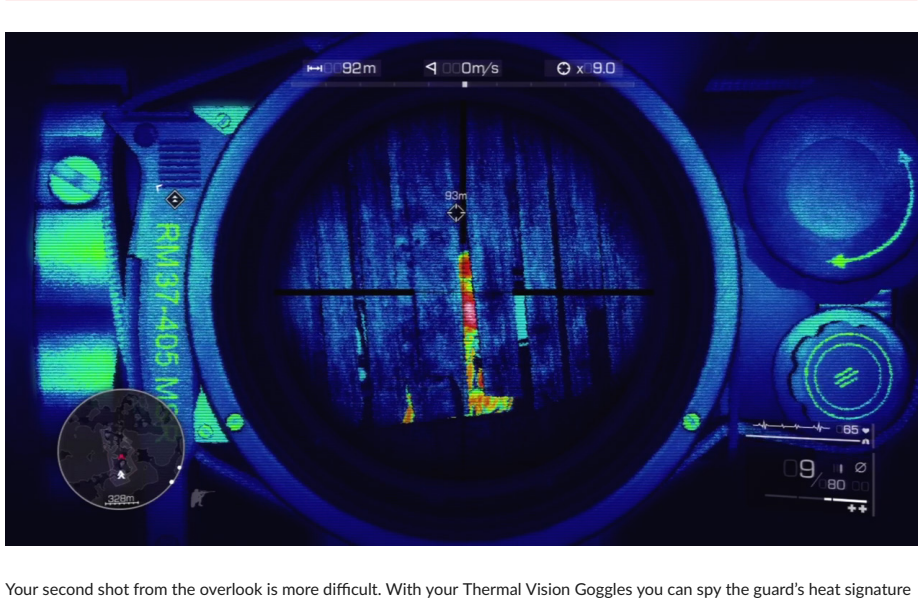
Look for the first enemy to the right of the ruined shack. He patrols away from the building in the tall grass; your thermal vision will aid you in identifying his heat signature among the vegetation.

Use your sniper rifle's scope to zoom in on a headshot or torso shot to pull off a one-shot kill. Hold your breath as you steady on the target and pull the trigger when you have the perfect shot lined up.

Caution

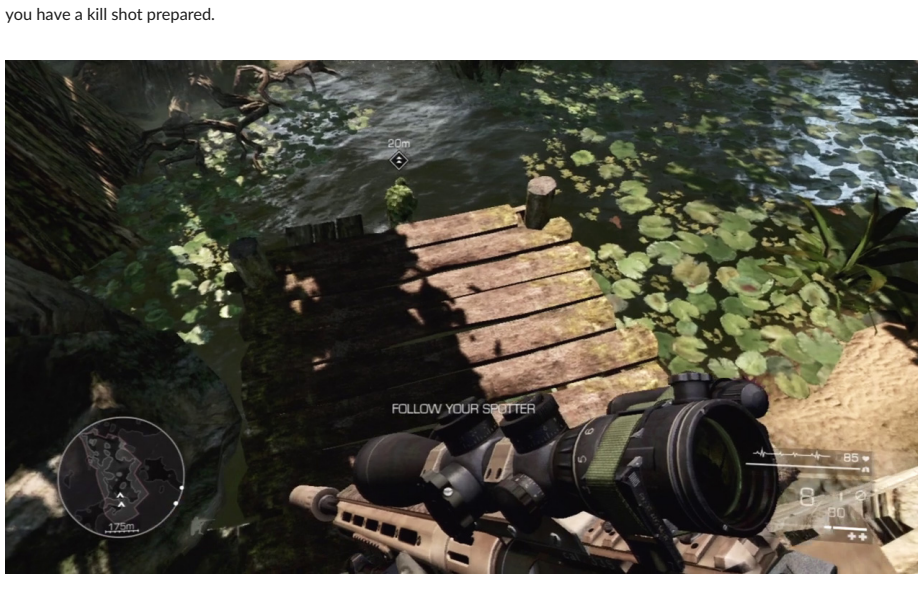
If you are playing on Expert mode, the Hit Indicator will not be visible. Because you will not have the Hit Indicator's red dot to help you line up shots, you will have to carefully calculate wind speeds and the effects of gravity on the bullet trajectory.

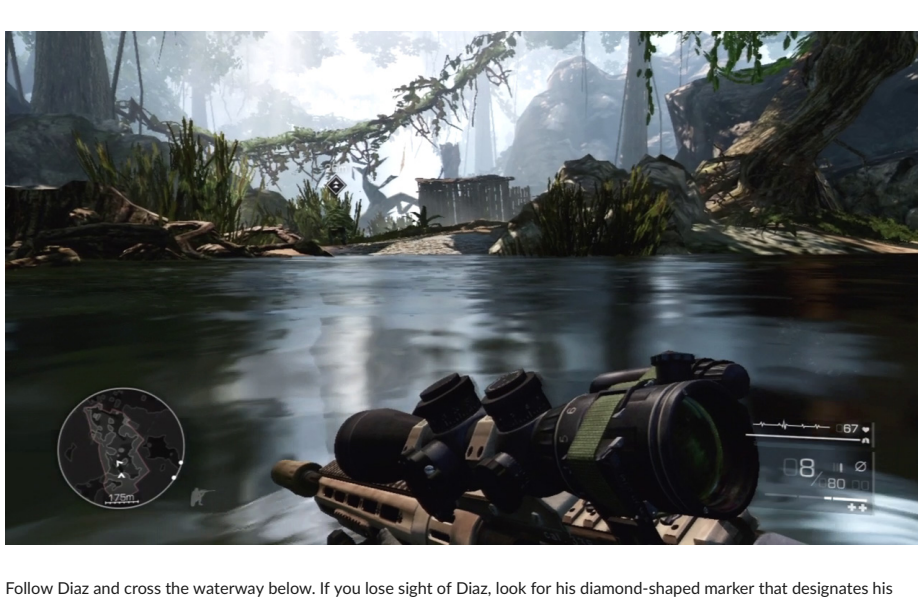
These first two isolated enemies are good targets to practice these skills on.



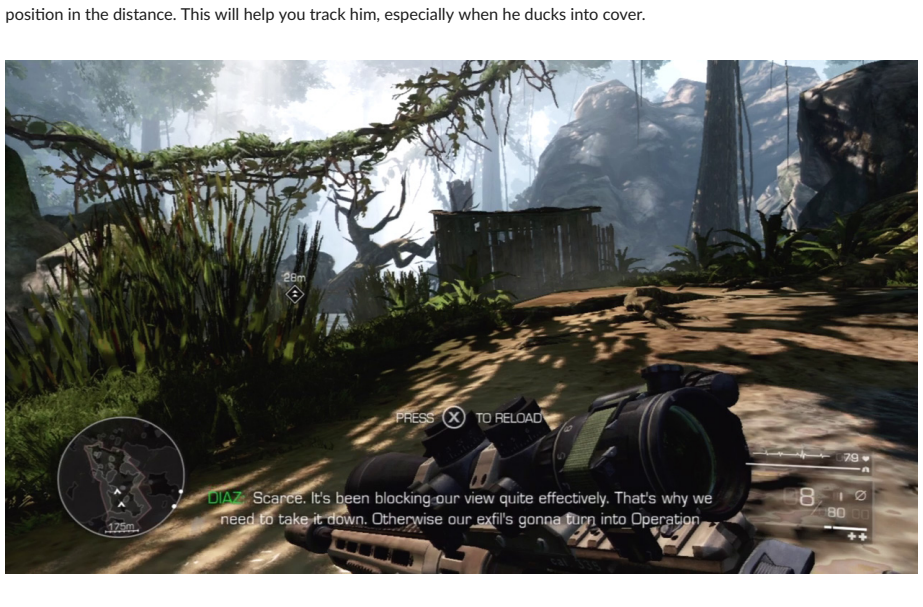
Your second shot from the overlook is more difficult. With your Thermal Vision Goggles you can spy the guard's heat signature through a small crack in the building wall. He will not stroll outside, so you must take the shot through the crack.

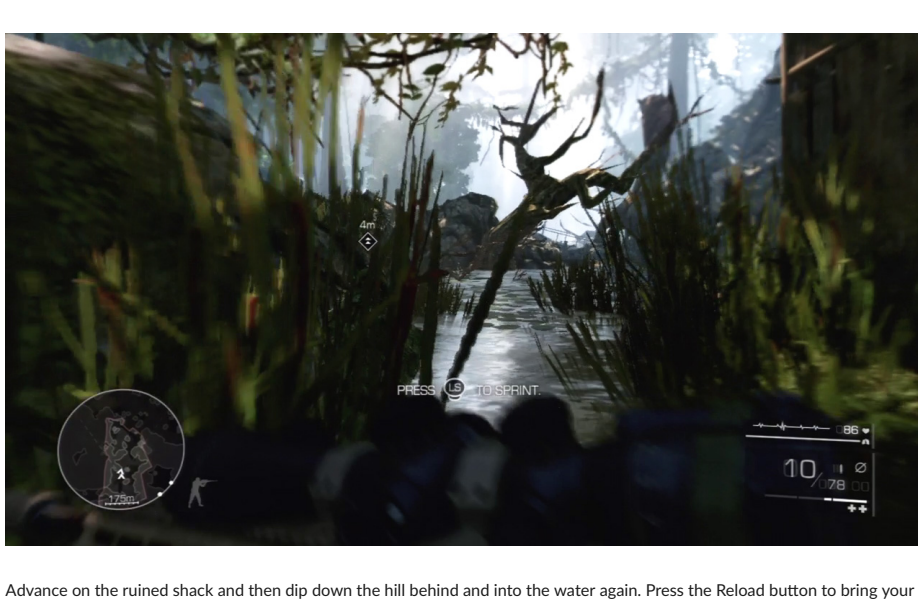
As with your first kill, zoom in on the heat signature, hold your breath to steady the rifle's reticle, and squeeze the trigger when you have a kill shot prepared.





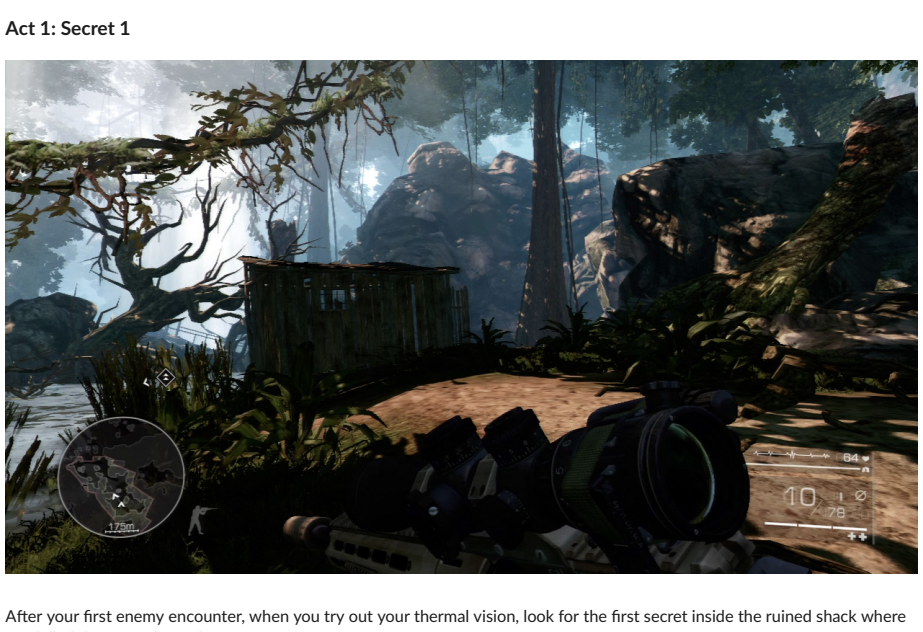
Follow Diaz and cross the waterway below. If you lose sight of Diaz, look for his diamond-shaped marker that designates his position in the distance. This will help you track him, especially when he ducks into cover.





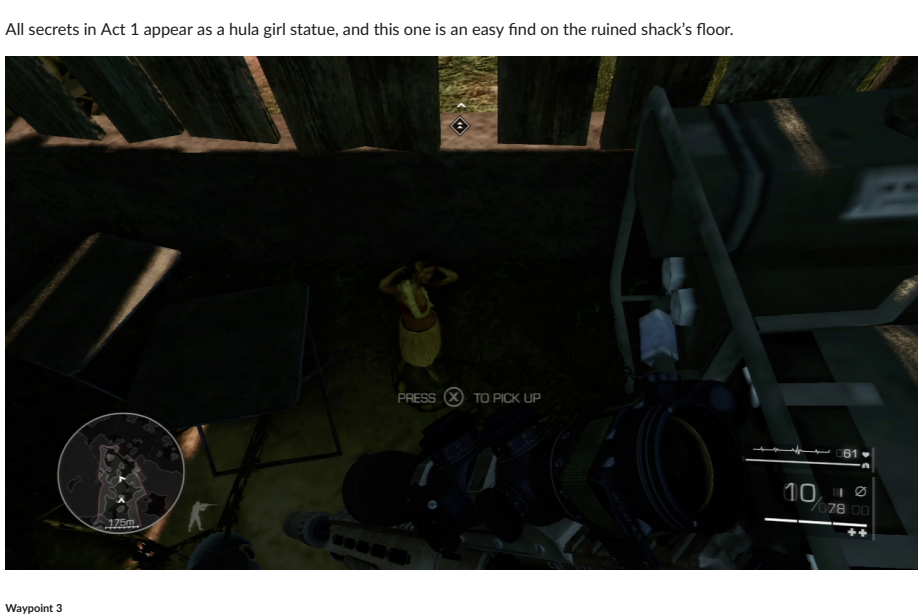
Advance on the ruined shack and then dip down the hill behind and into the water again. Press the Reload button to bring your ammunition count back to full. You never want to run out of bullets in the middle of a fight, so reload whenever you have a free moment between skirmishes.

Act 1: Secret 1

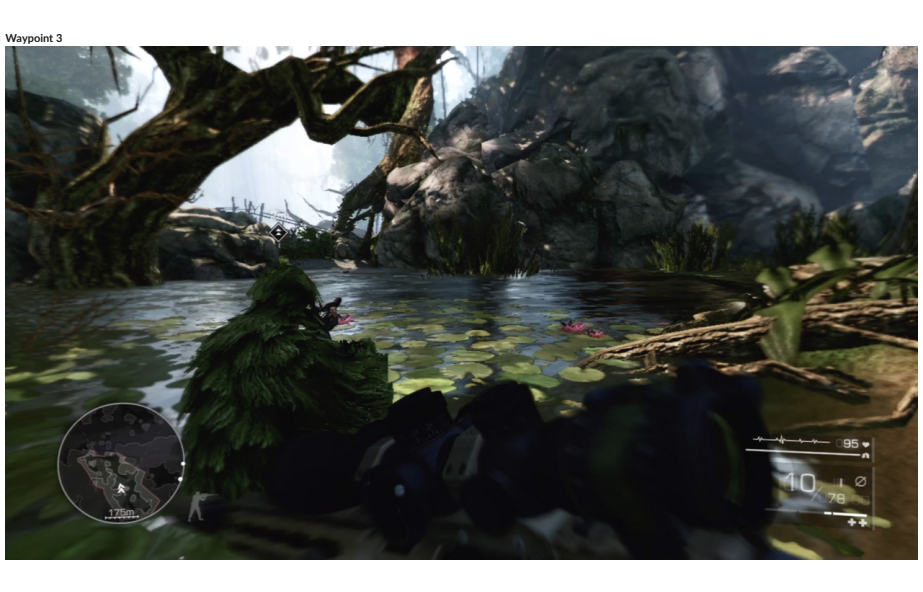
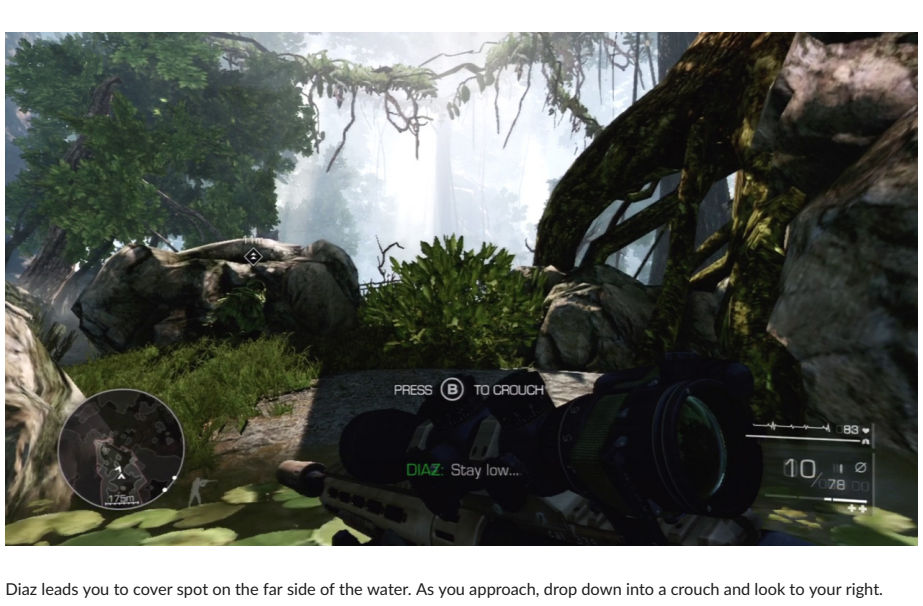


After your first enemy encounter, when you try out your thermal vision, look for the first secret inside the ruined shack where you killed the second guard.

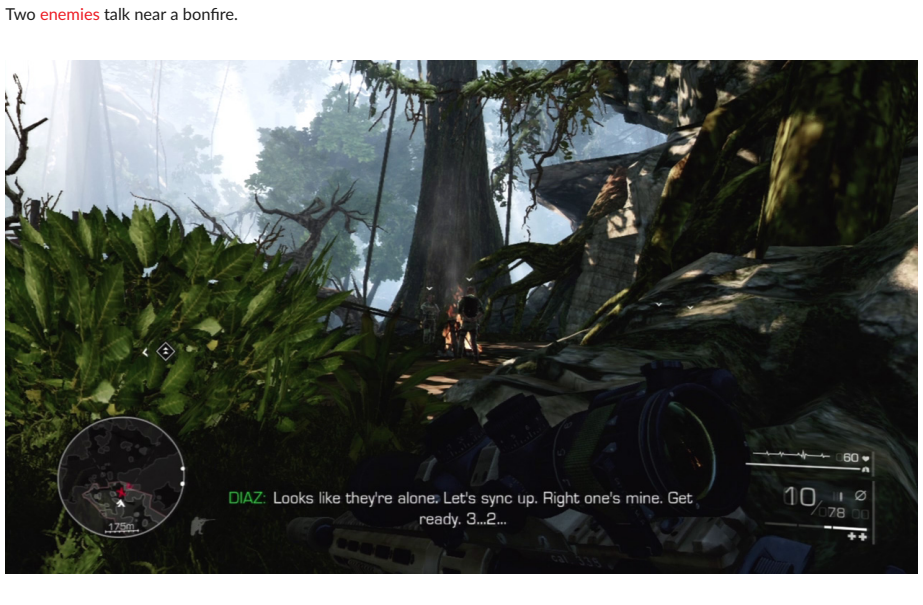
All secrets in Act 1 appear as a hula girl statue, and this one is an easy find on the ruined shack's floor.

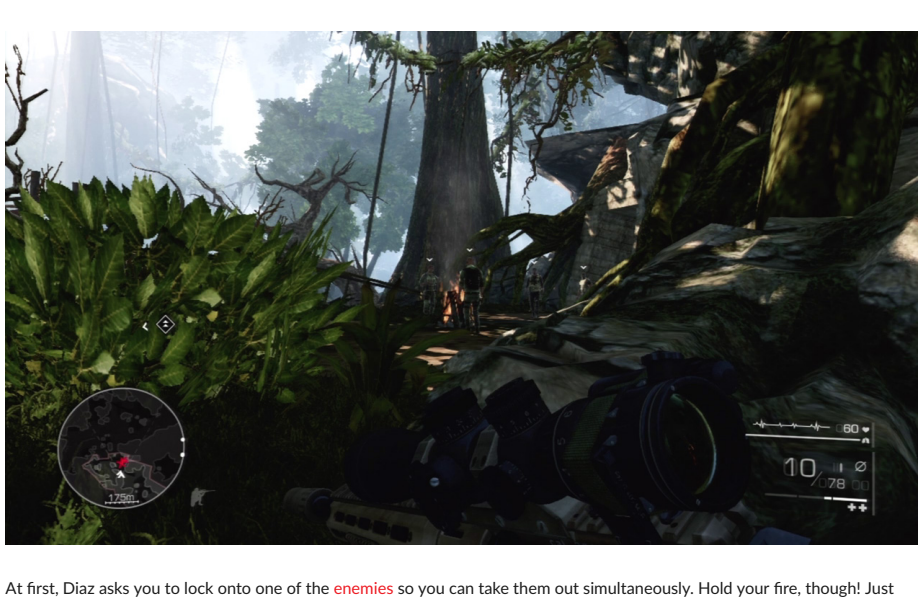


Waypoint 3

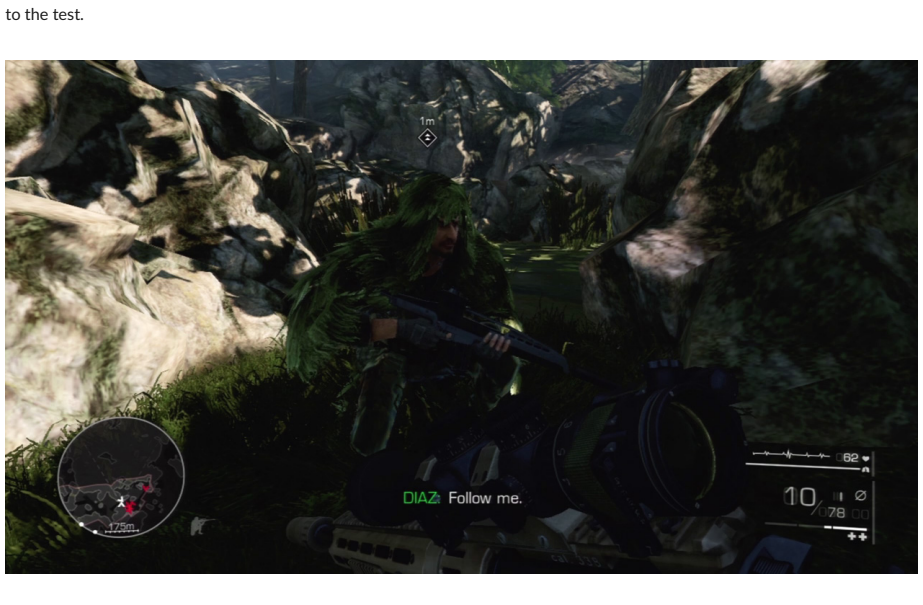
Diaz leads you to cover spot on the far side of the water. As you approach, drop down into a crouch and look to your right. Two enemies talk near a bonfire.

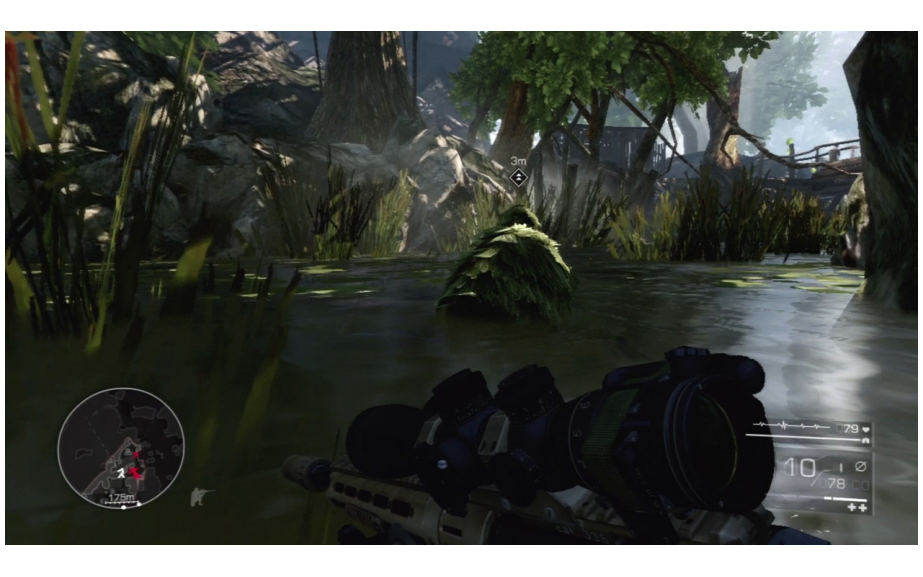
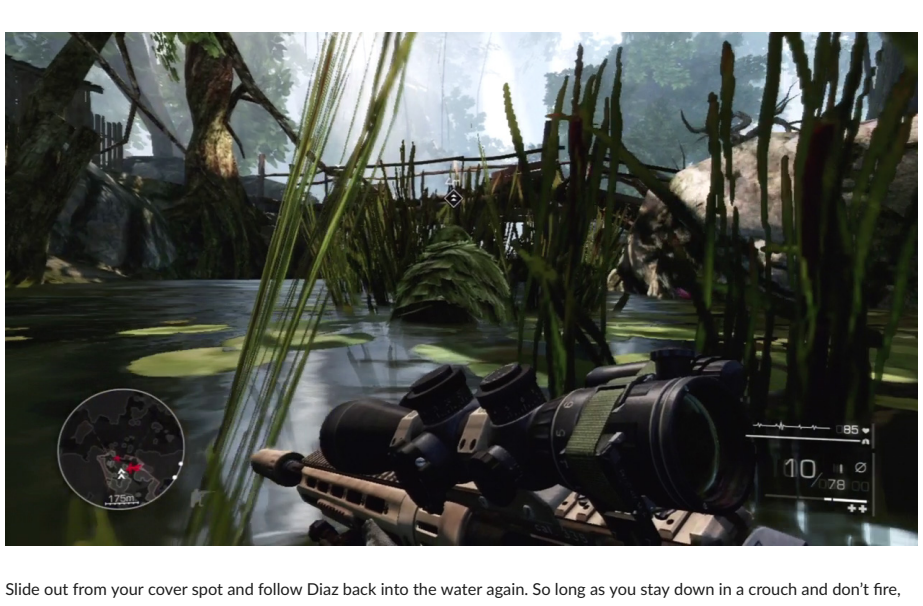

DIAZ: Looks like they're alone. Let's sync up. Right one's mine. Get ready. 3...2...



At first, Diaz asks you to lock onto one of the enemies so you can take them out simultaneously. Hold your fire, though! Just after you prepare for the simultaneous kill, two more guards approach.

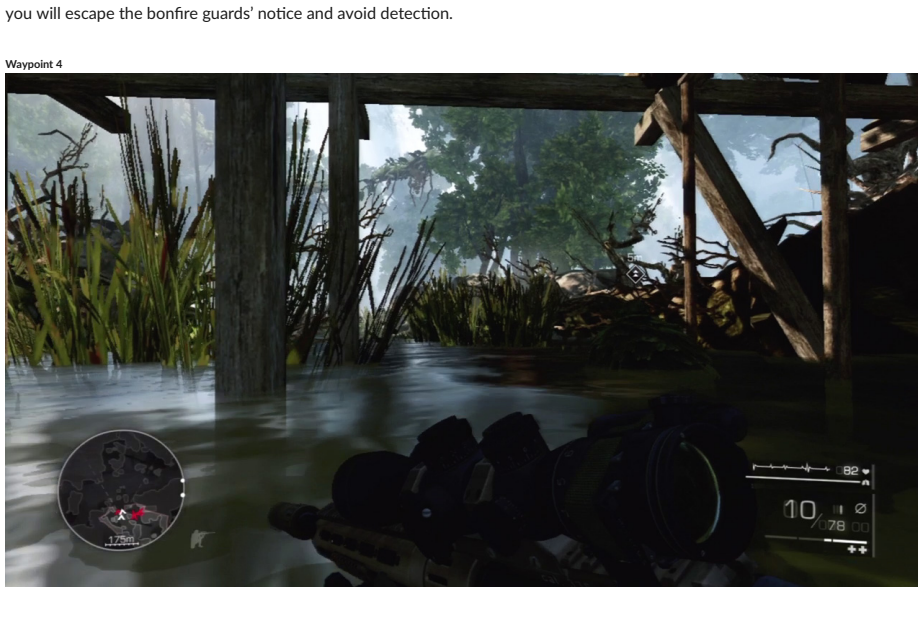
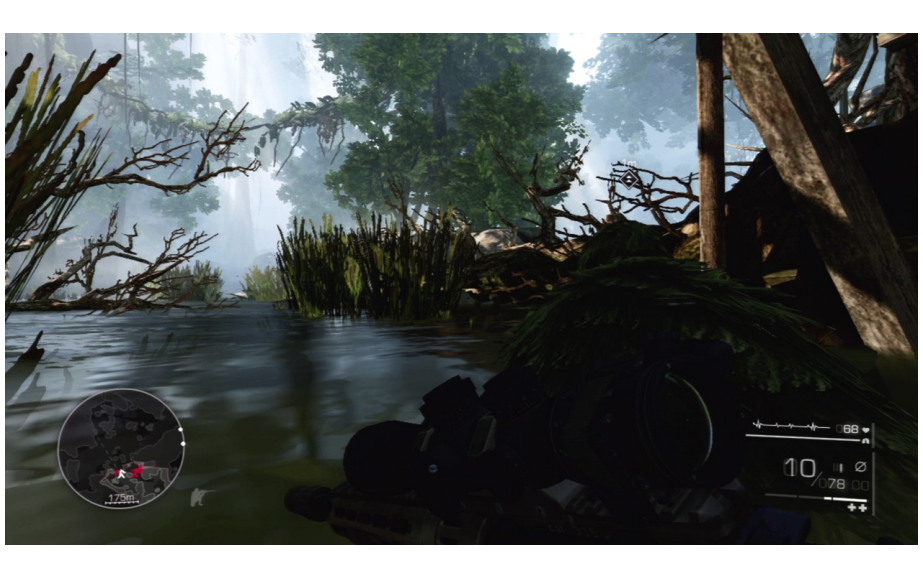
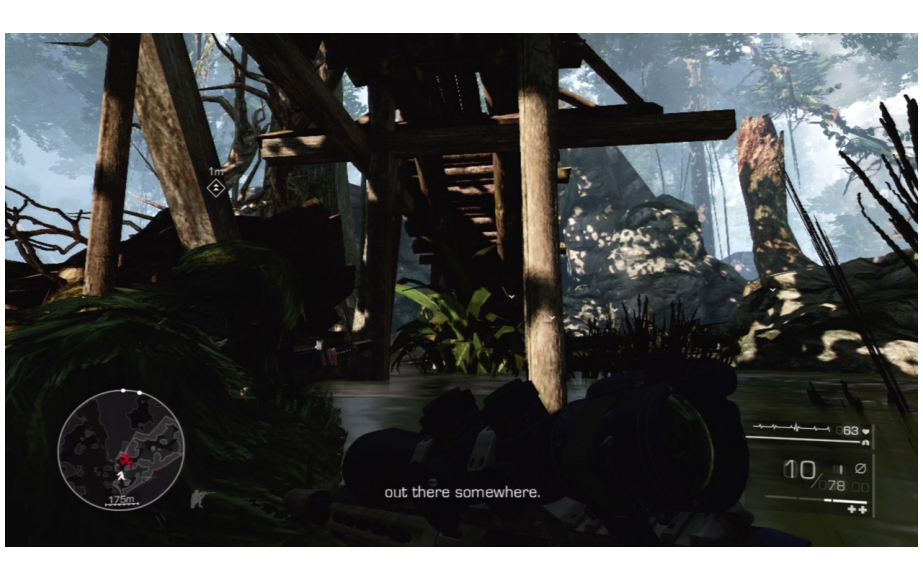
You don't want to take them on from your current spot. Instead, Diaz decides to sneak around them and put your stealth skills to the test.

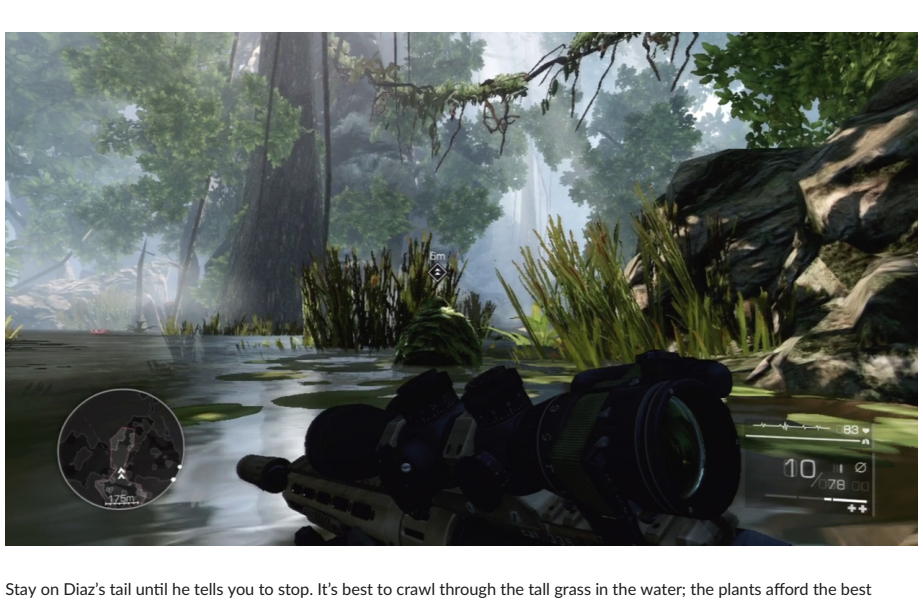


Slide out from your cover spot and follow Diaz back into the water again. So long as you stay down in a crouch and don't fire, you will escape the bonfire guards' notice and avoid detection.

Waypoint 4

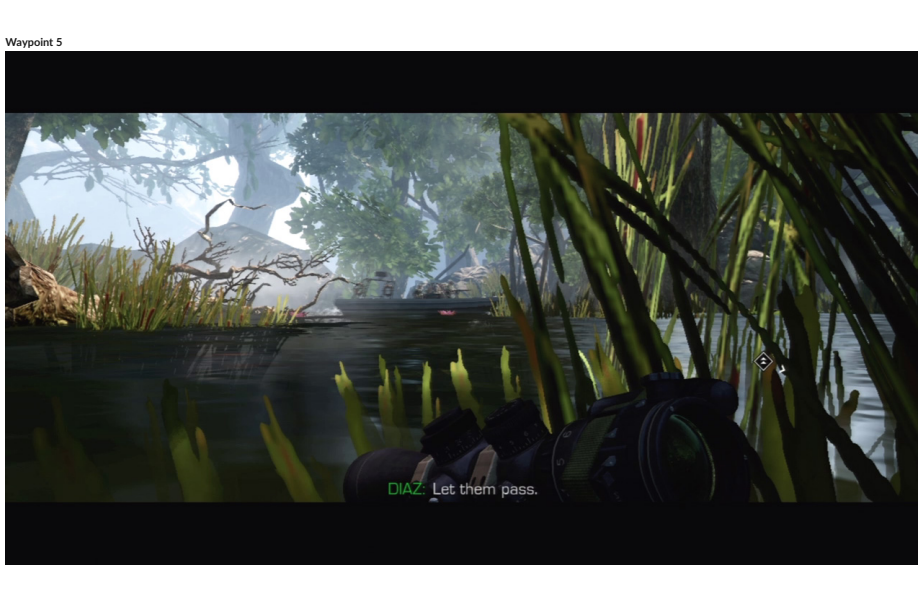




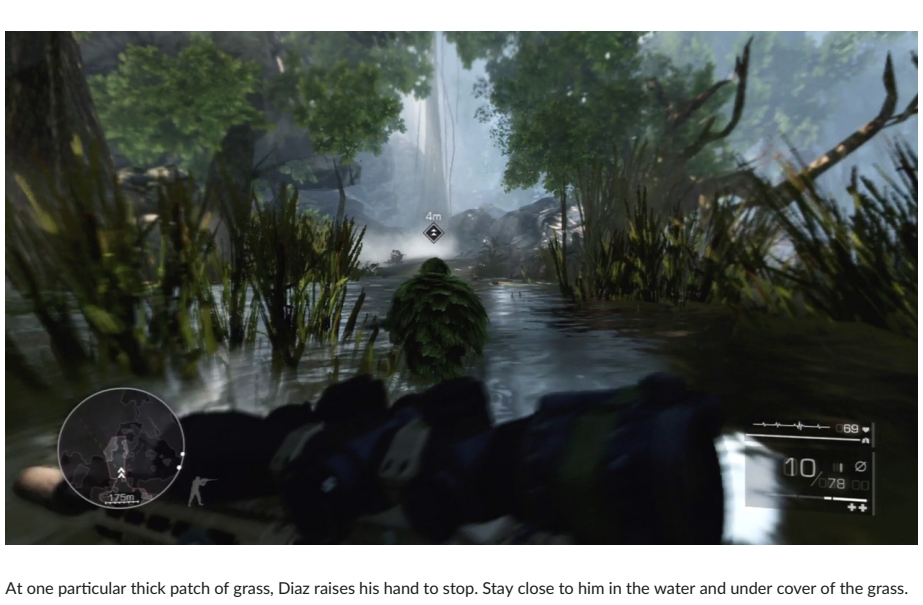


Stay on Diaz's tail until he tells you to stop. It's best to crawl through the tall grass in the water; the plants afford the best cover. When you reach the bridge's underside, you need to stay hidden in the water until the guards pass above.

When the coast is clear, Diaz begins moving again. Stay close to your partner as you swish through the water deeper into enemy territory.

Waypoint 5

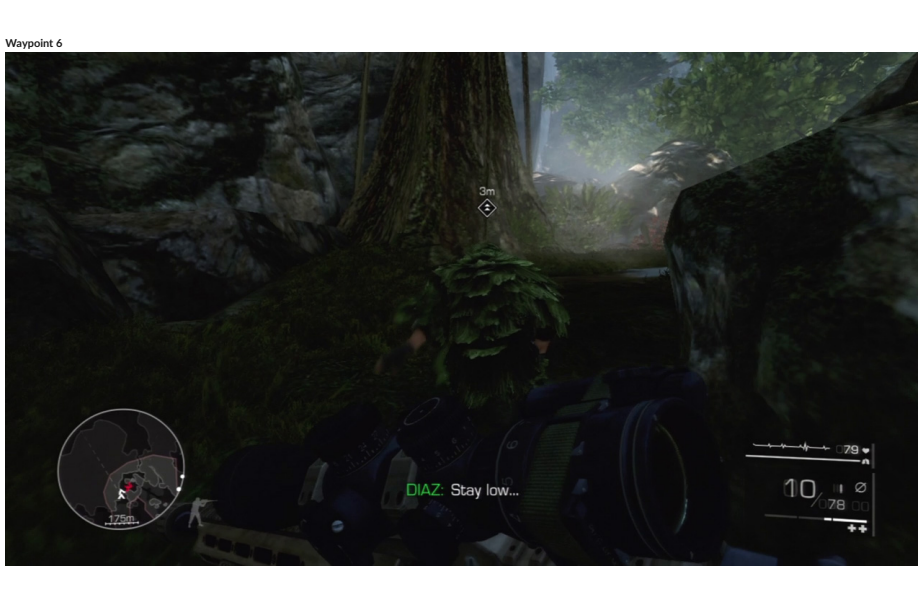


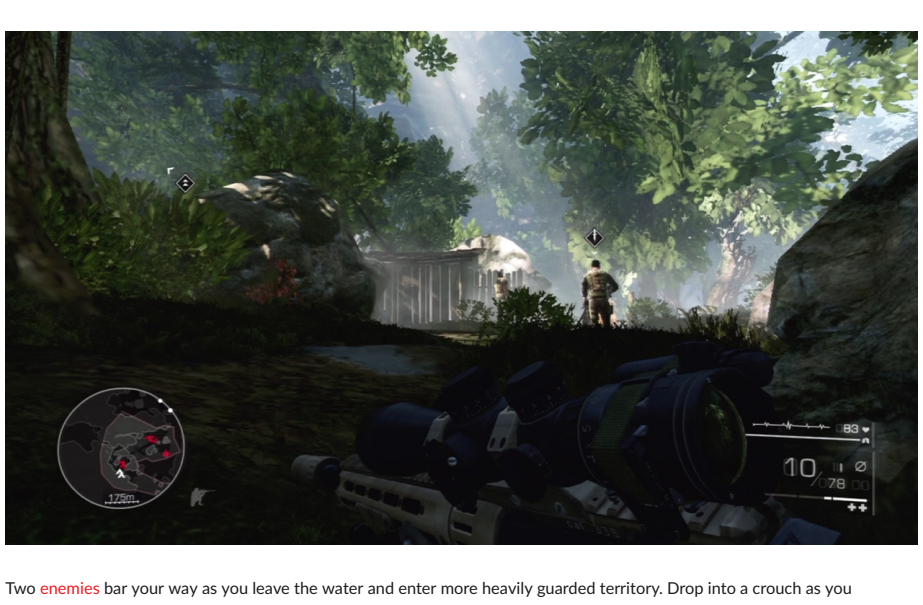


At one particular thick patch of grass, Diaz raises his hand to stop. Stay close to him in the water and under cover of the grass. An enemy patrol boat motors by in front of you.

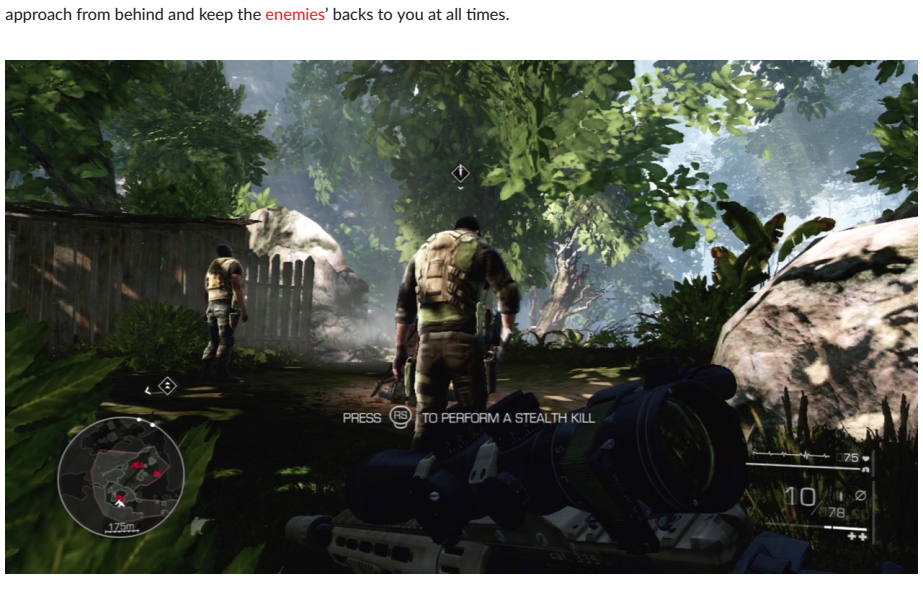
Remain hidden in the grass as it passes, then sprint after Diaz as you cross the strip just patrolled by the boat.

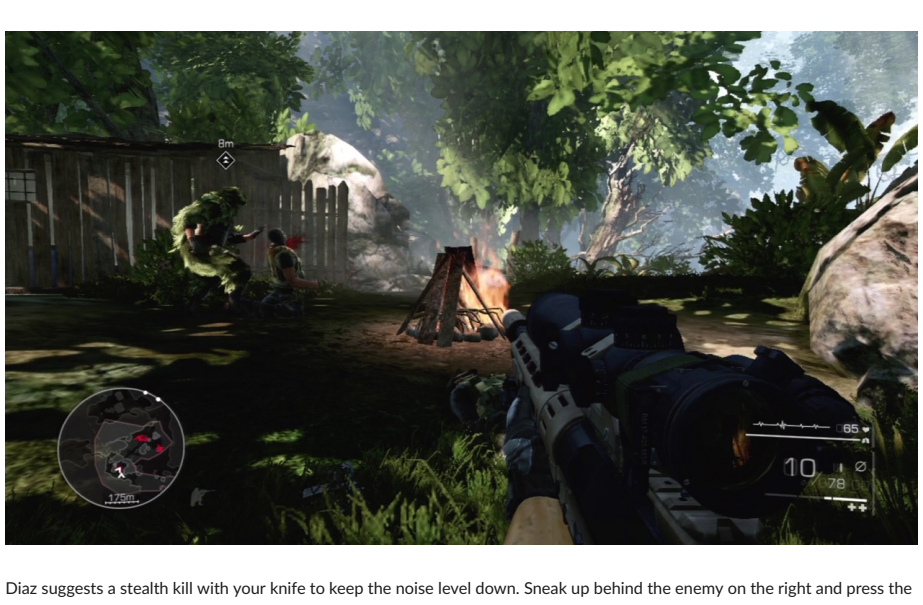
Waypoint 6





Two enemies bar your way as you leave the water and enter more heavily guarded territory. Drop into a crouch as you approach from behind and keep the enemies' backs to you at all times.

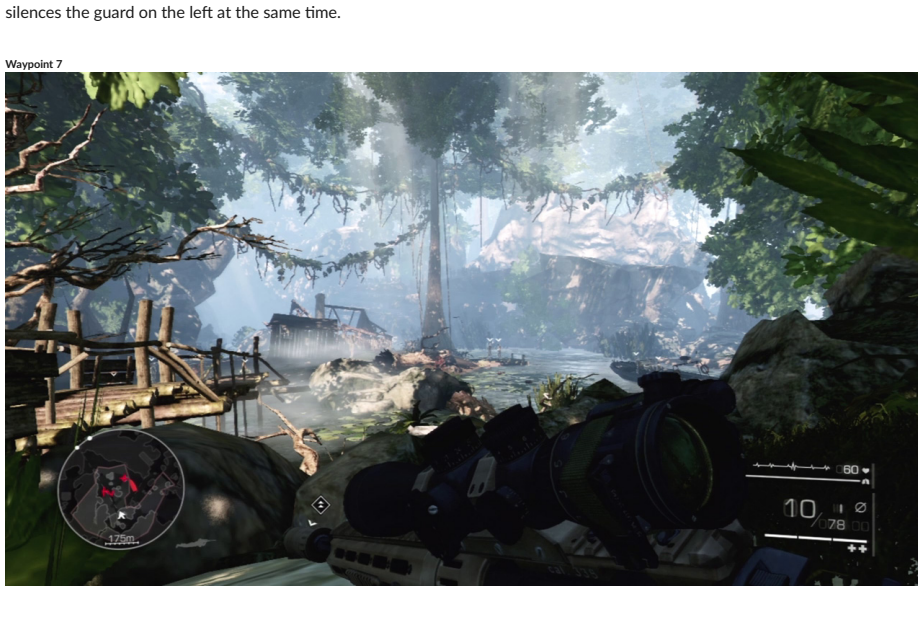
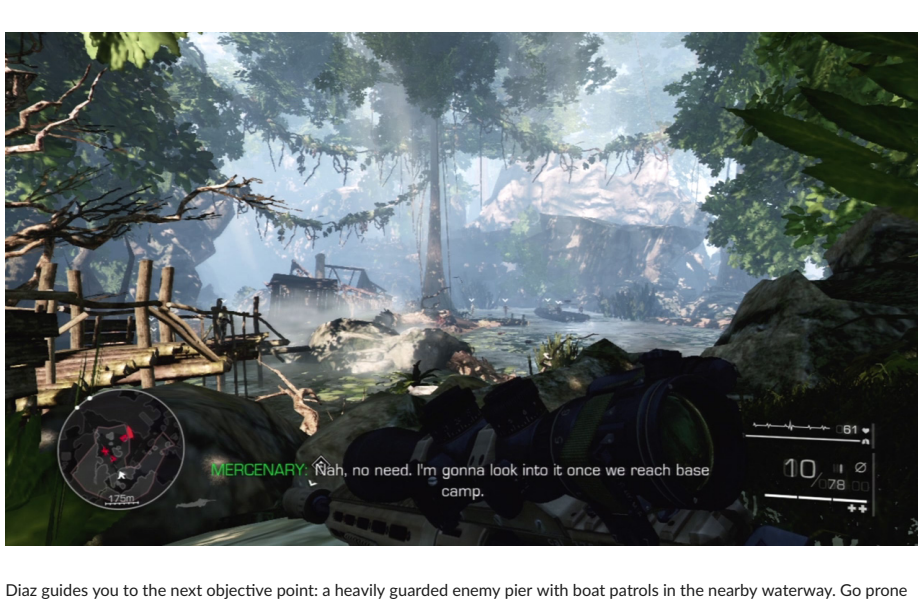




Diaz suggests a stealth kill with your knife to keep the noise level down. Sneak up behind the enemy on the right and press the Stealth Kill button when you get in range.

You'll execute the enemy with your knife before he has a chance to utter a sound. Meanwhile, Diaz mirrors your attack and silences the guard on the left at the same time.

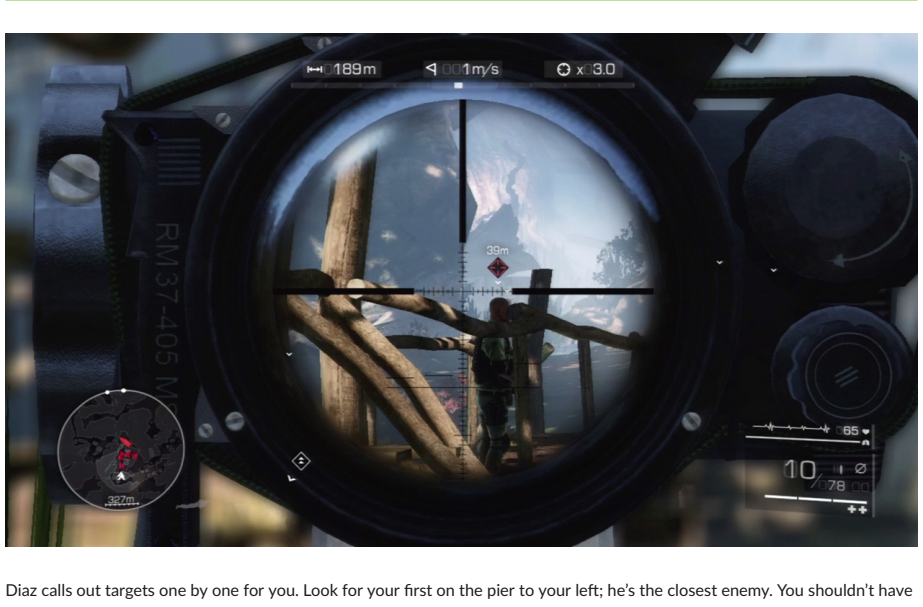
Waypoint 7



MERCENARY: Nah, no need. I'm gonna look into it once we reach base camp.

Diaz guides you to the next objective point: a heavily guarded enemy pier with boat patrols in the nearby waterway. Go prone as you crawl through the vegetation to get a good view of the enemies and surrounding terrain. An enemy boat is having trouble with their engine when you arrive. Wait patiently for them to fix the problem and motor away before you engage.

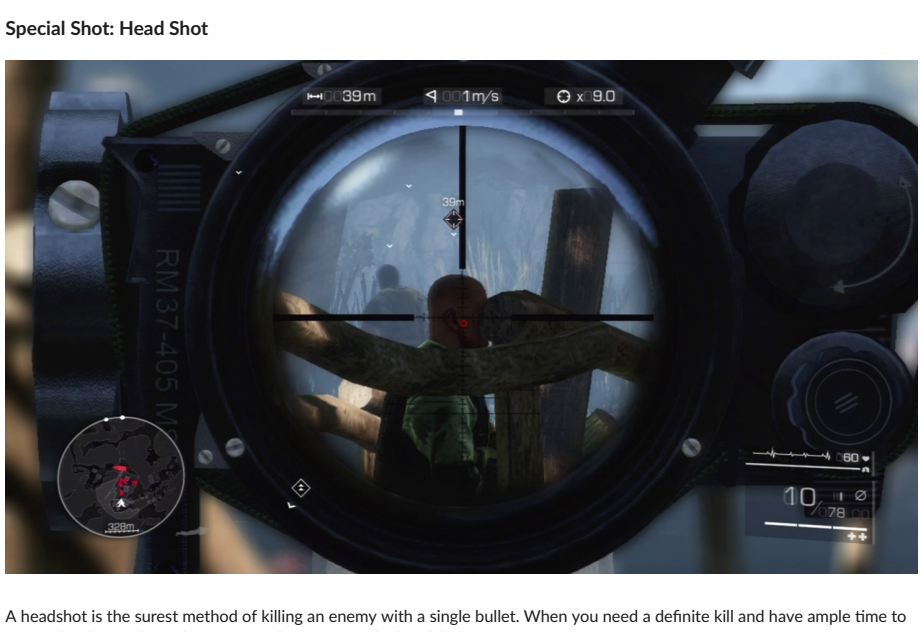
Tip

Drop into the prone position whenever you can, as that's the most accurate position to shoot from. It should be your default position whenever possible.



Diaz calls out targets one by one for you. Look for your first on the pier to your left; he's the closest enemy. You shouldn't have any trouble locking onto him and executing a headshot.

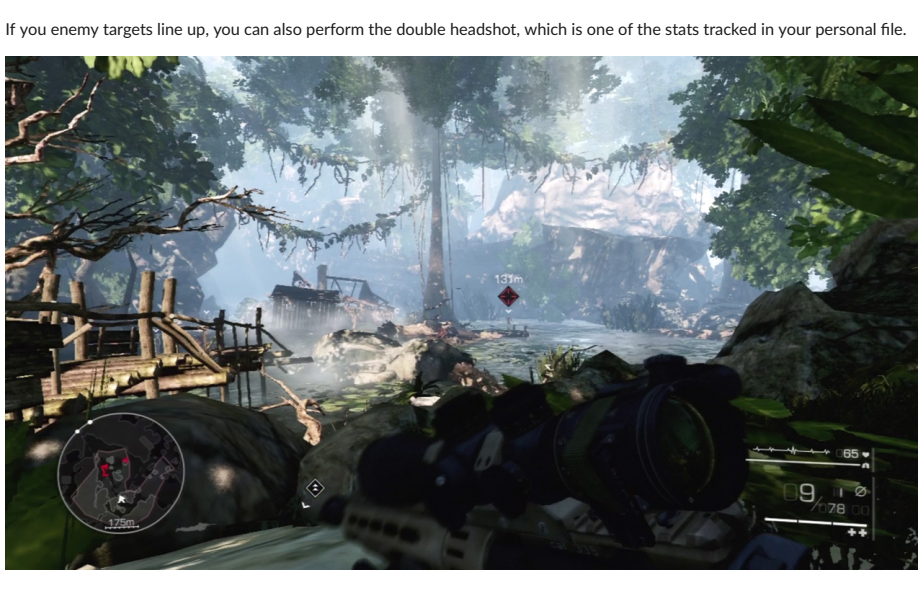
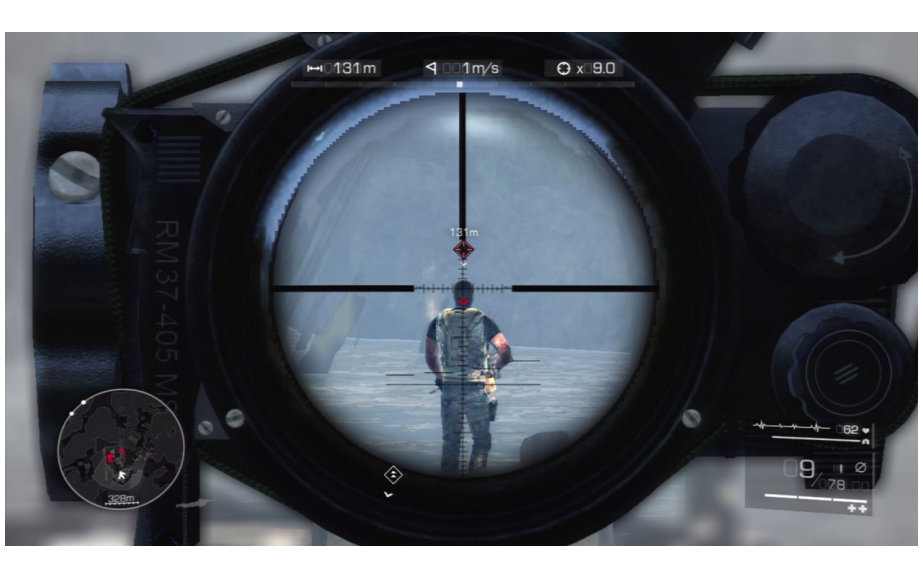
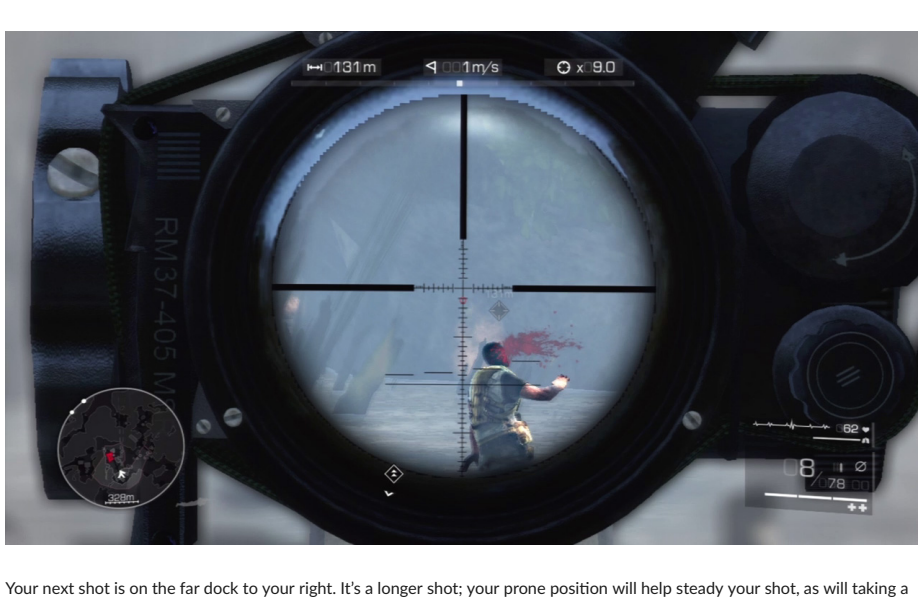
Special Shot: Head Shot



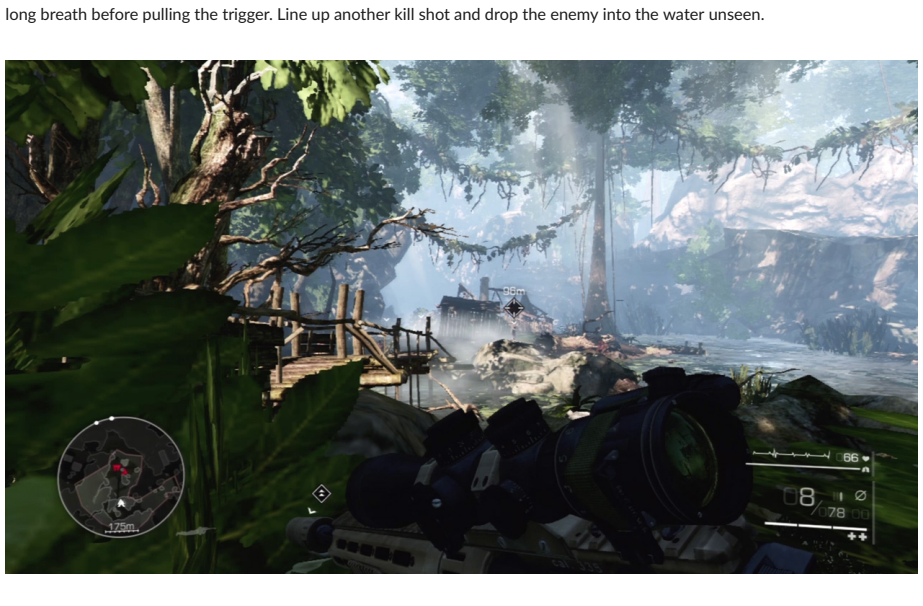
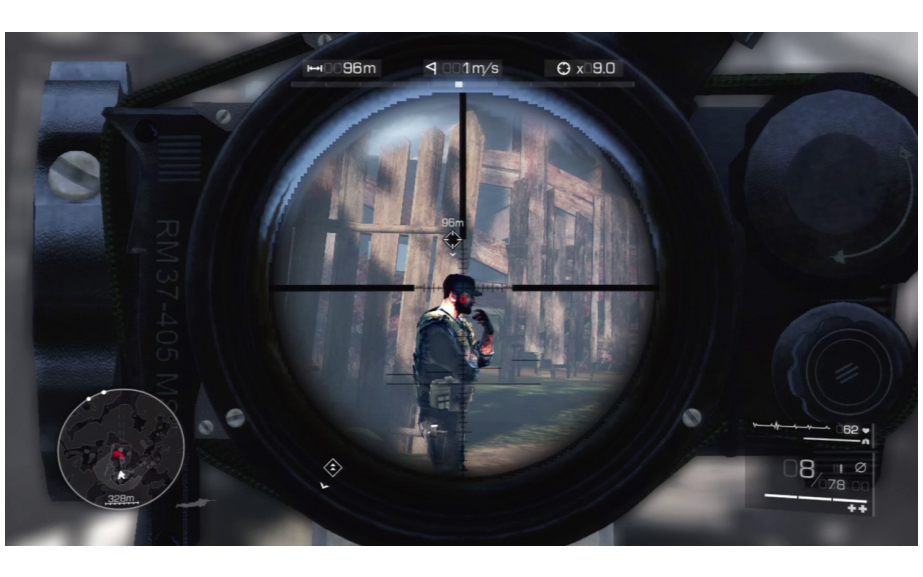
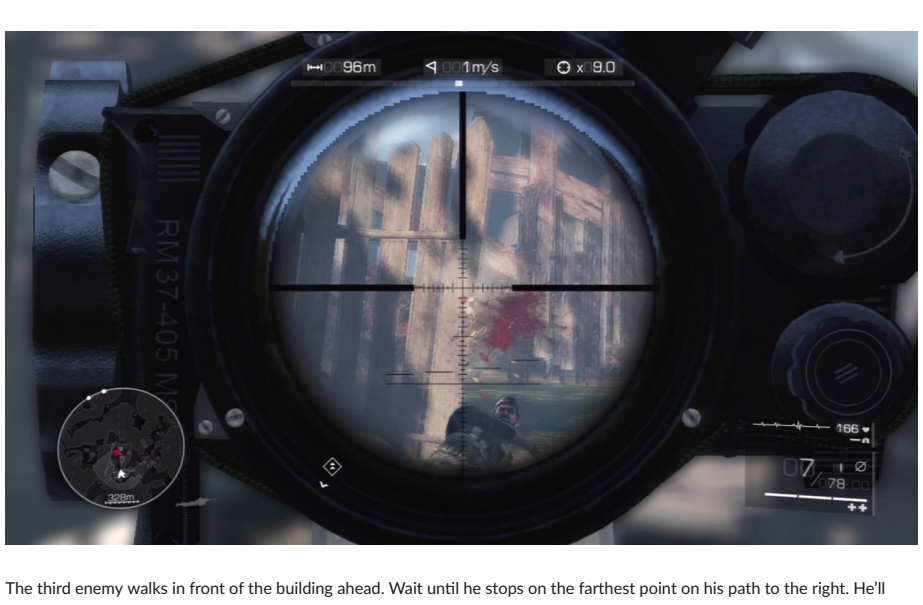
A headshot is the surest method of killing an enemy with a single bullet. When you need a definite kill and have ample time to set up the shot and steady your aim, always go for the headshot.

A clean shot through the neck or torso will also kill your target—shots to the arms and legs may not—but such a shot lacks the great satisfaction of watching your sniper shot in "bullet time" as it splatters an enemy's cranium in super slow motion.

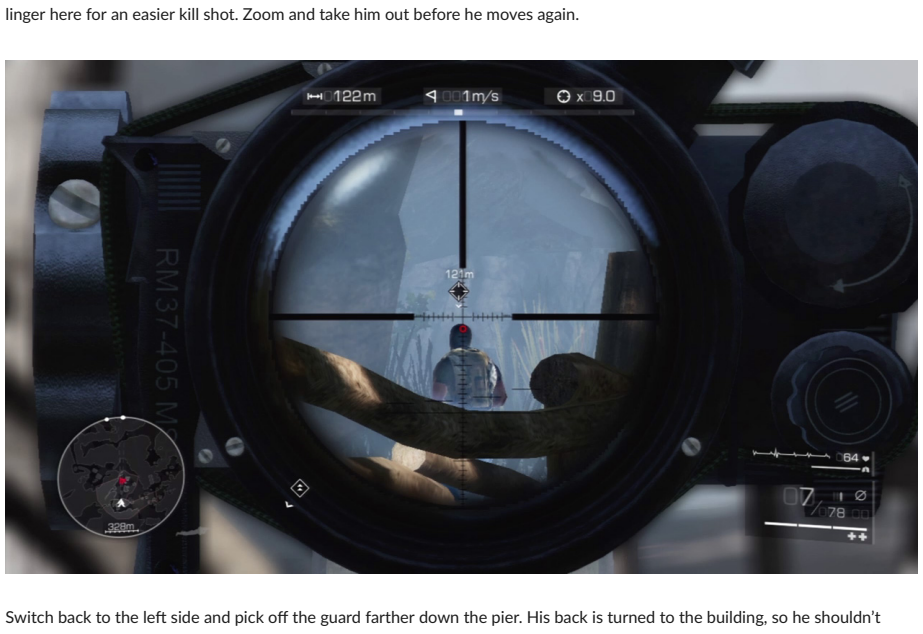
If you enemy targets line up, you can also perform the double headshot, which is one of the stats tracked in your personal file.

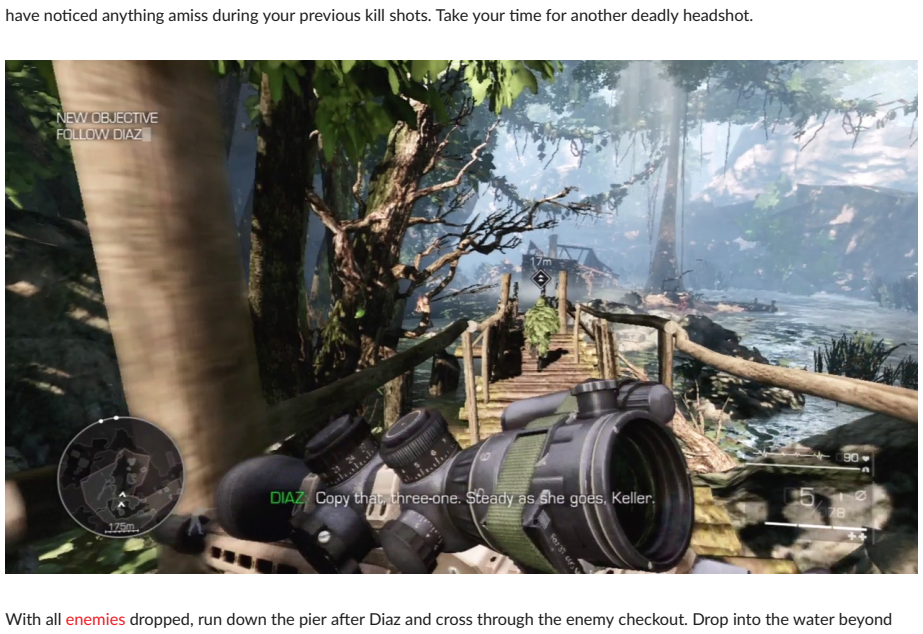
Your next shot is on the far dock to your right. It's a longer shot; your prone position will help steady your shot, as will taking a long breath before pulling the trigger. Line up another kill shot and drop the enemy into the water unseen.

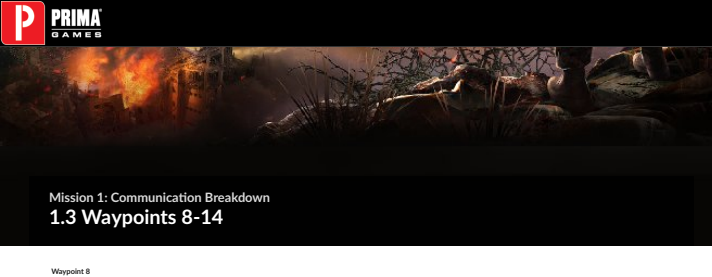
The third enemy walks in front of the building ahead. Wait until he stops on the farthest point on his path to the right. He'll linger here for an easier kill shot. Zoom and take him out before he moves again.



Switch back to the left side and pick off the guard farther down the pier. His back is turned to the building, so he shouldn't have noticed anything amiss during your previous kill shots. Take your time for another deadly headshot.



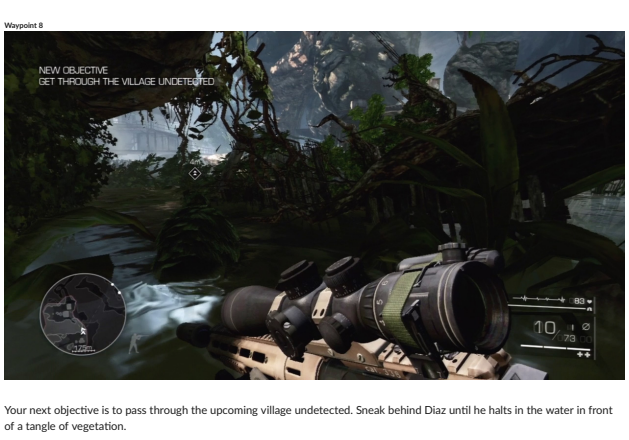
With all enemies dropped, run down the pier after Diaz and cross through the enemy checkout. Drop into the water beyond and look for more enemies ahead.



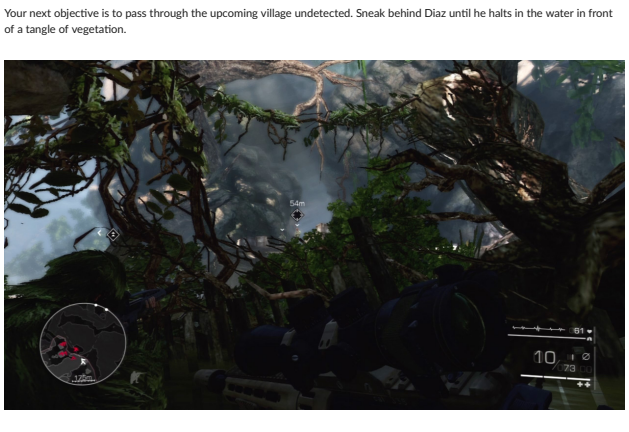
Mission 1: Communication Breakdown

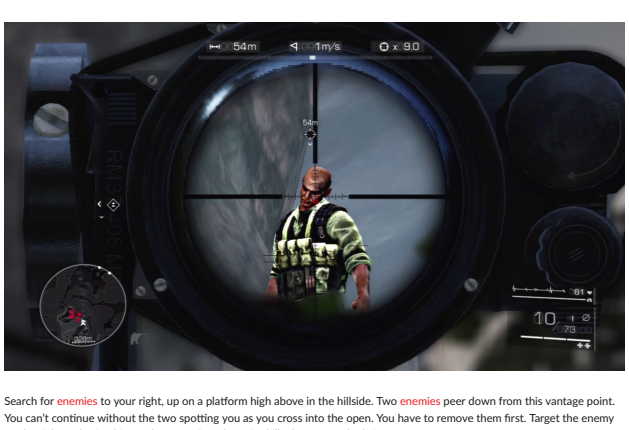
1.3 Waypoints 8-14

Waypoint 8

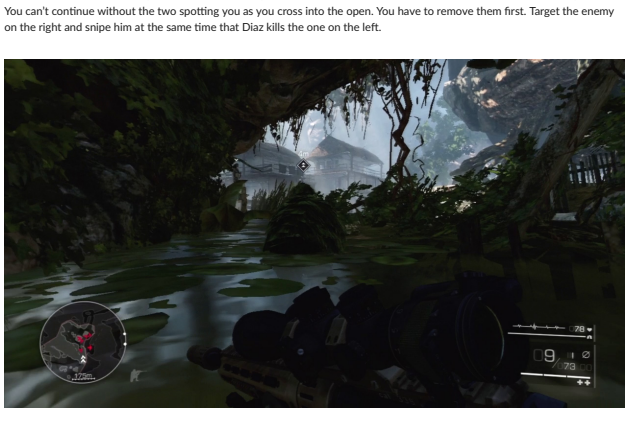


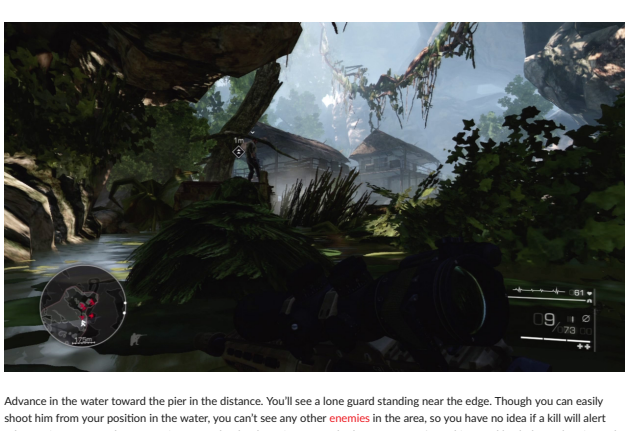
Your next objective is to pass through the upcoming village undetected. Sneak behind Diaz until he halts in the water in front of a tangle of vegetation.



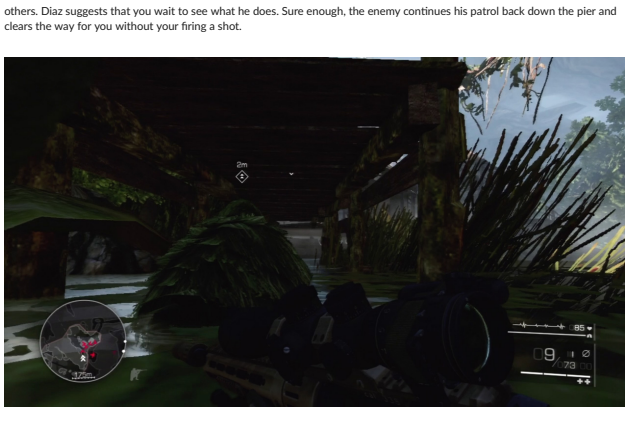


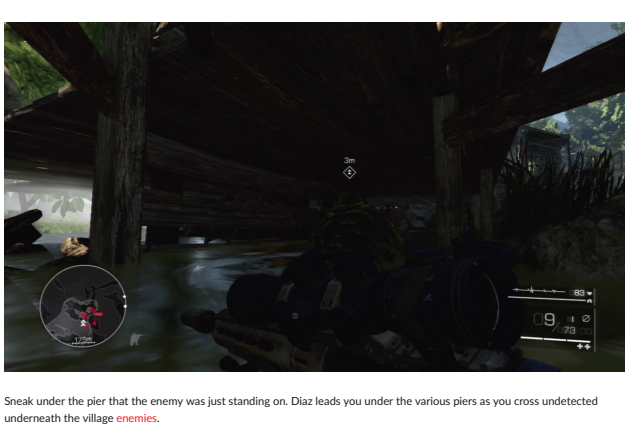
Search for enemies to your right, up on a platform high above in the hillside. Two enemies peer down from this vantage point. You can't continue without the two spotting you as you cross into the open. You have to remove them first. Target the enemy on the right and snipe him at the same time that Diaz kills the one on the left.



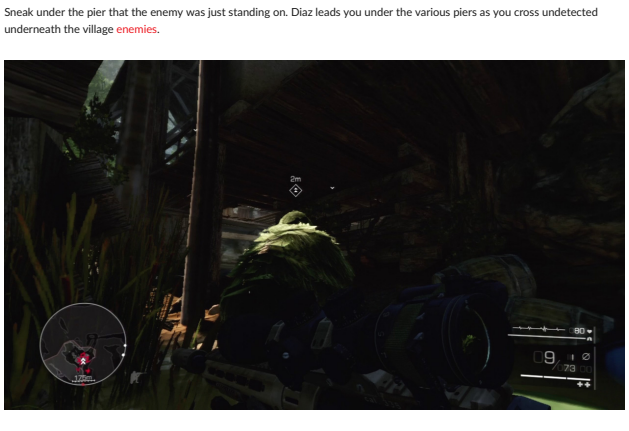


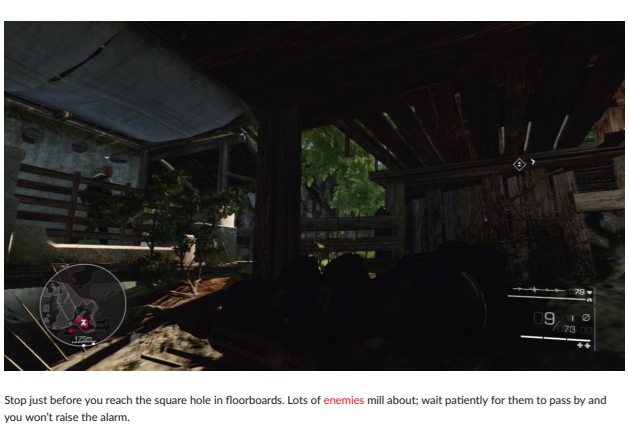
Advance in the water toward the pier in the distance. You'll see a lone guard standing near the edge. Though you can easily shoot him from your position in the water, you can't see any other enemies in the area, so you have no idea if a kill will alert others. Diaz suggests that you wait to see what he does. Sure enough, the enemy continues his patrol back down the pier and clears the way for you without your firing a shot.



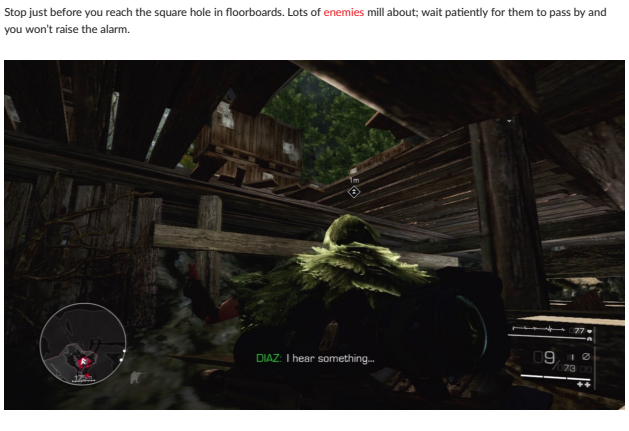


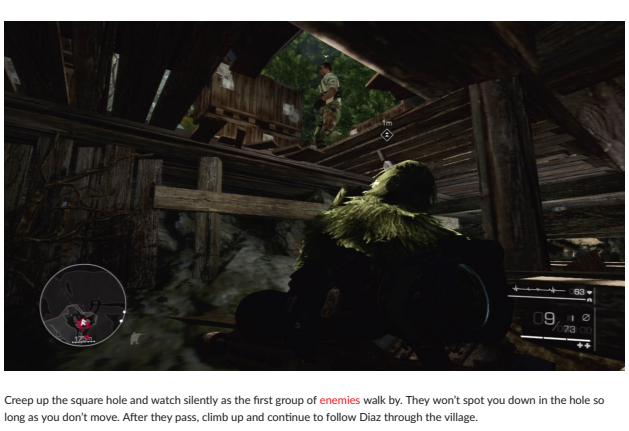
Sneak under the pier that the enemy was just standing on. Diaz leads you under the various piers as you cross undetected underneath the village enemies.



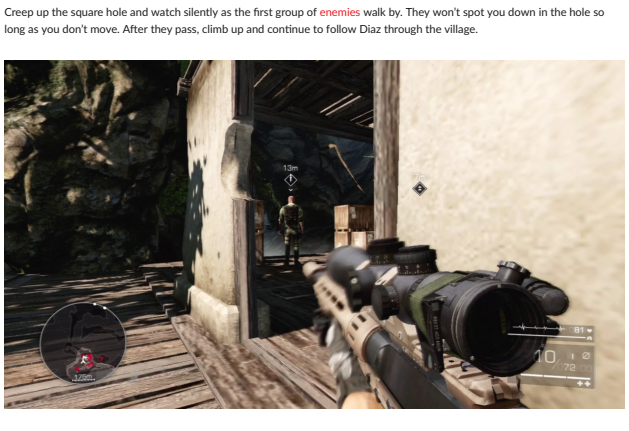


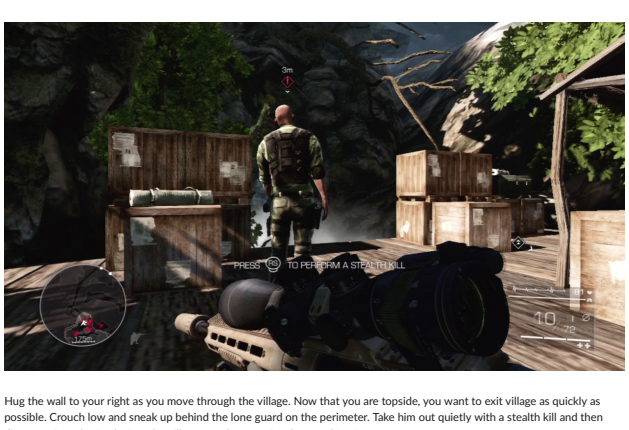
Stop just before you reach the square hole in floorboards. Lots of enemies mill about; wait patiently for them to pass by and you won't raise the alarm.





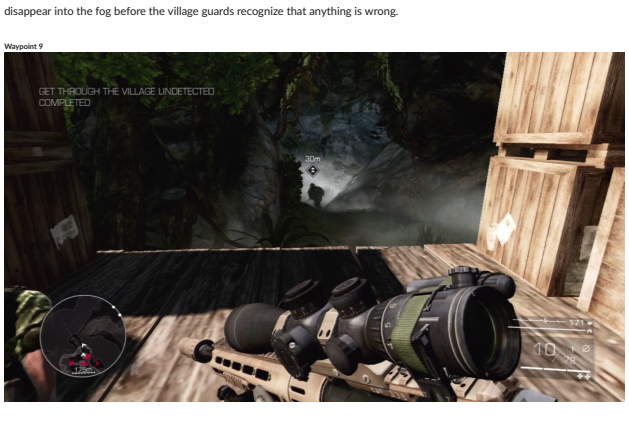
Creep up the square hole and watch silently as the first group of enemies walk by. They won't spot you down in the hole so long as you don't move. After they pass, climb up and continue to follow Diaz through the village.

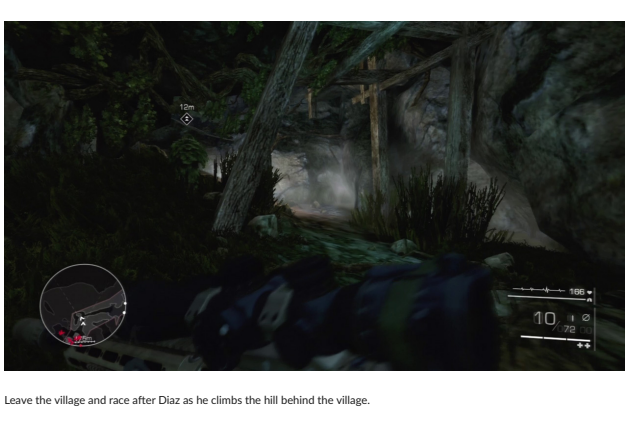




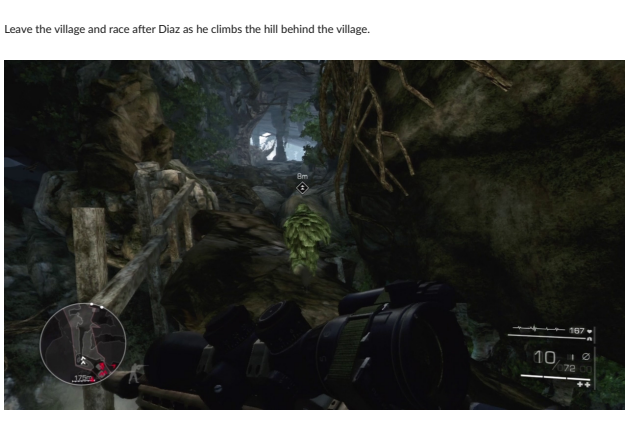
Hug the wall to your right as you move through the village. Now that you are topside, you want to exit village as quickly as possible. Crouch low and sneak up behind the lone guard on the perimeter. Take him out quietly with a stealth kill and then disappear into the fog before the village guards recognize that anything is wrong.

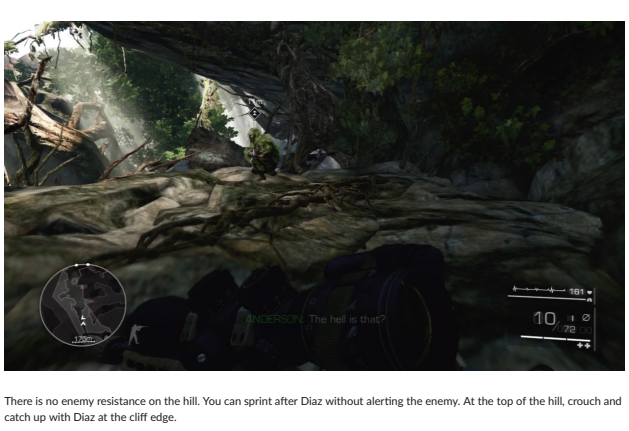
Waypoint 9



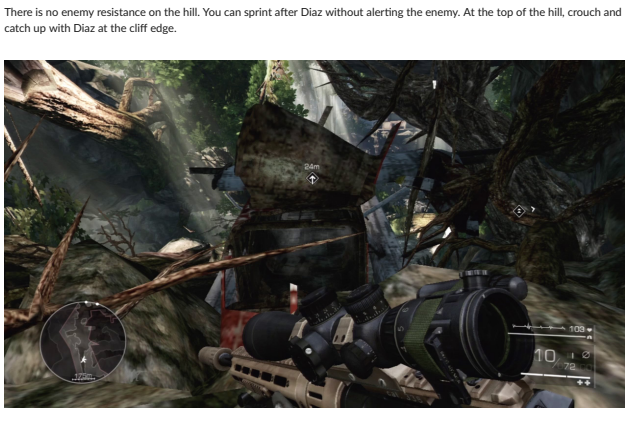


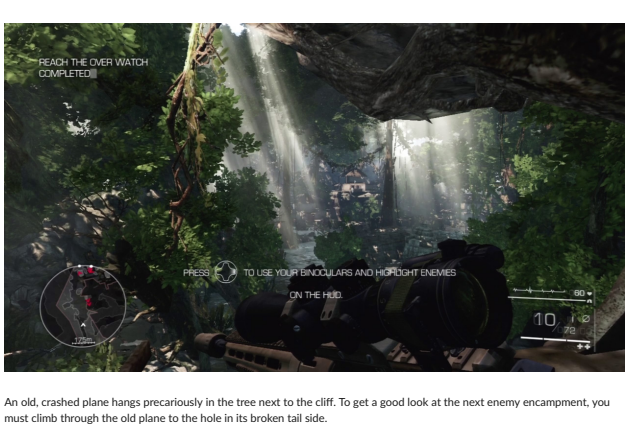
Leave the village and race after Diaz as he climbs the hill behind the village.





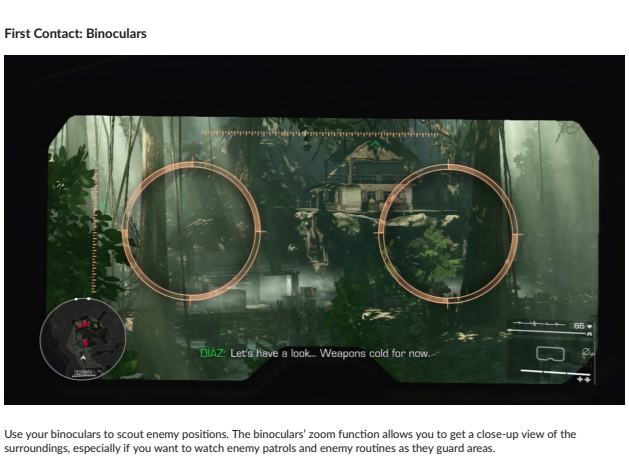
There is no enemy resistance on the hill. You can sprint after Diaz without alerting the enemy. At the top of the hill, crouch and catch up with Diaz at the cliff edge.




REACH THE OVER WATCH
COMPLETED
PRESS TO USE YOUR BINOCULARS AND HIGHLIGHT ENEMIES ON THE HUD

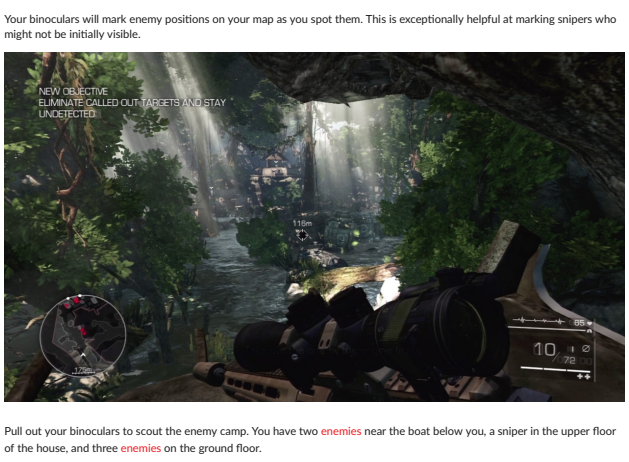
An old, crashed plane hangs precariously in the tree next to the cliff. To get a good look at the next enemy encampment, you must climb through the old plane to the hole in its broken tail side.

First Contact: Binoculars

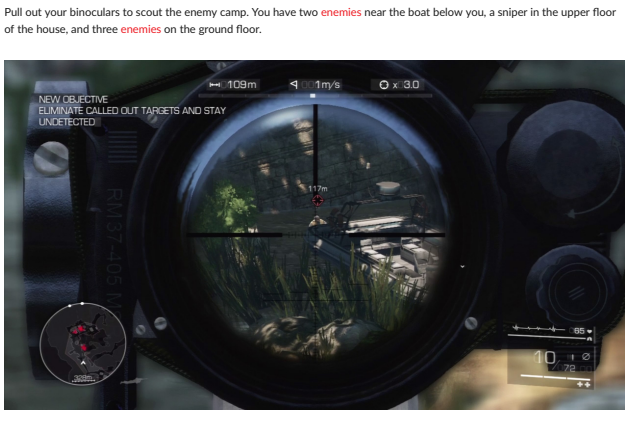


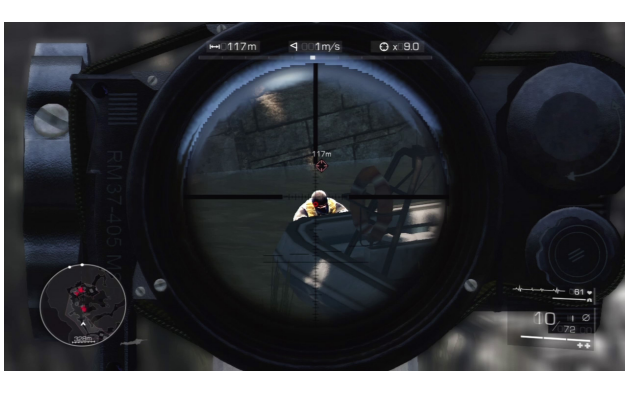
Use your binoculars to scout enemy positions. The binoculars' zoom function allows you to get a close-up view of the surroundings, especially if you want to watch enemy patrols and enemy routines as they guard areas.

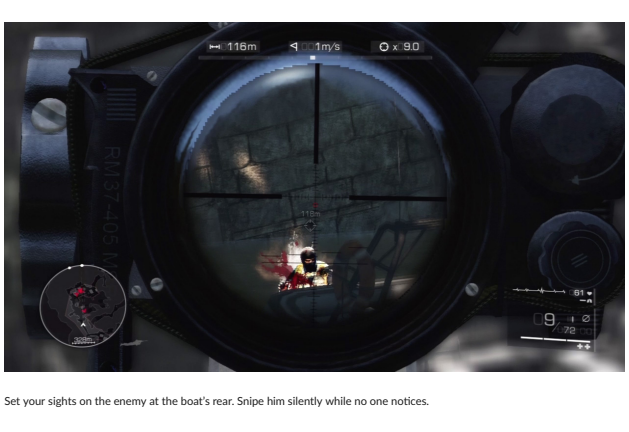
Your binoculars will mark enemy positions on your map as you spot them. This is exceptionally helpful at marking snipers who might not be initially visible.



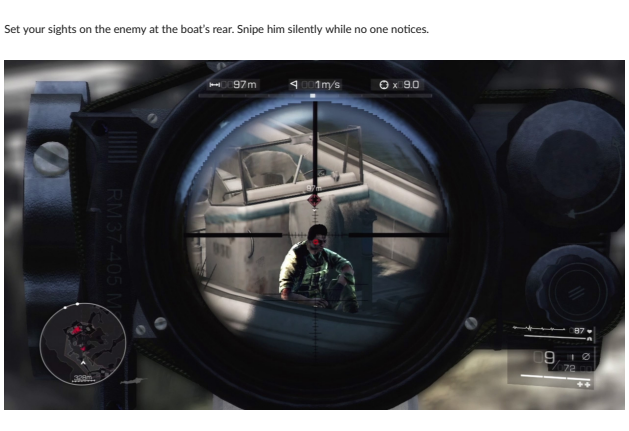
Pull out your binoculars to scout the enemy camp. You have two enemies near the boat below you, a sniper in the upper floor of the house, and three enemies on the ground floor.

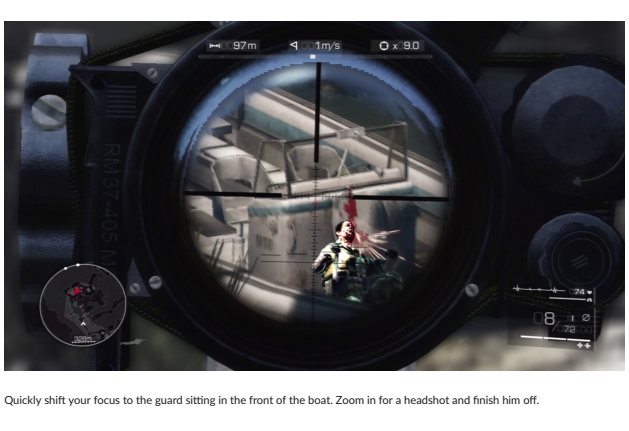




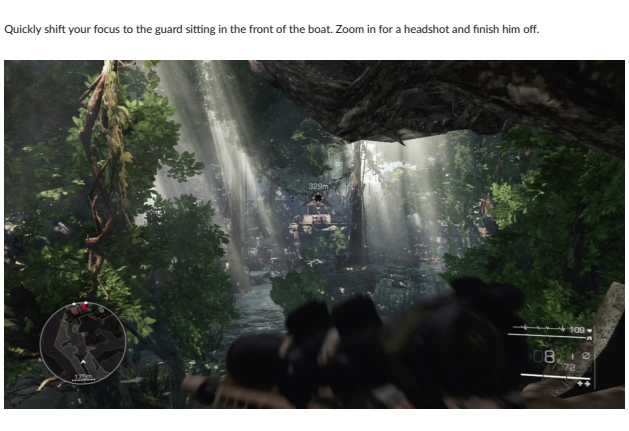


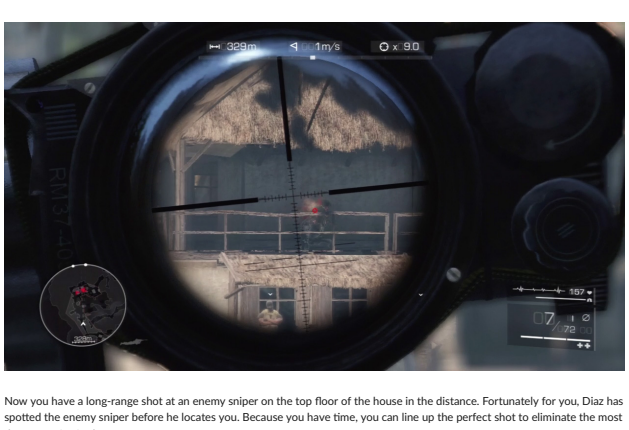
Set your sights on the enemy at the boat's rear. Snipe him silently while no one notices.





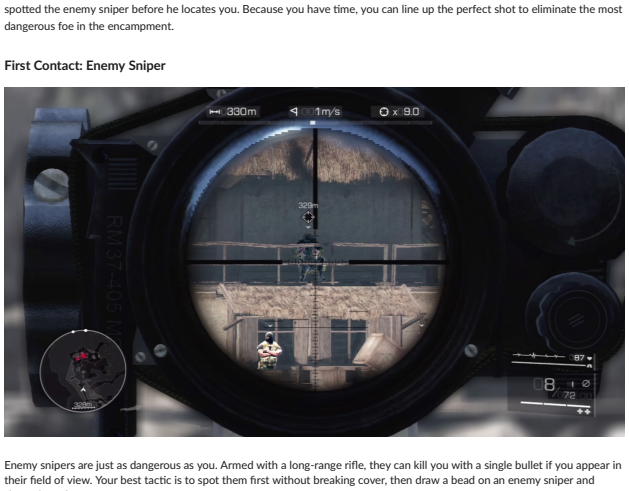
Quickly shift your focus to the guard sitting in the front of the boat. Zoom in for a headshot and finish him off.





Now you have a long-range shot at an enemy sniper on the top floor of the house in the distance. Fortunately for you, Diaz has spotted the enemy sniper before he locates you. Because you have time, you can line up the perfect shot to eliminate the most dangerous foe in the encampment.

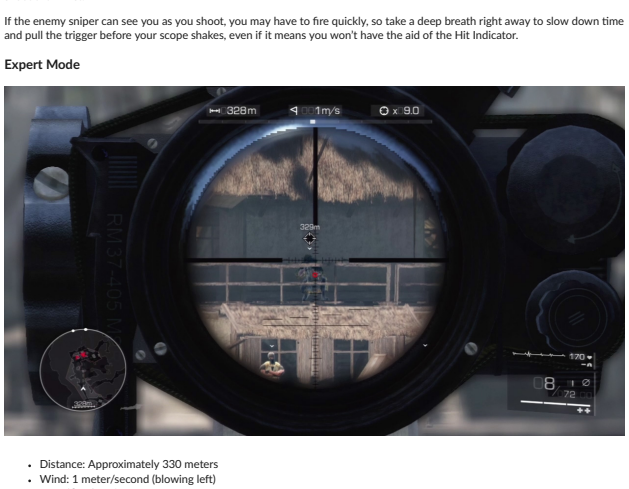
First Contact: Enemy Sniper



Enemy snipers are just as dangerous as you. Armed with a long-range rifle, they can kill you with a single bullet if you appear in their field of view. Your best tactic is to spot them first without breaking cover, then draw a bead on an enemy sniper and shoot them first.

If the enemy sniper can see you as you shoot, you may have to fire quickly, so take a deep breath right away to slow down time and pull the trigger before your scope shakes, even if it means you won't have the aid of the Hit Indicator.

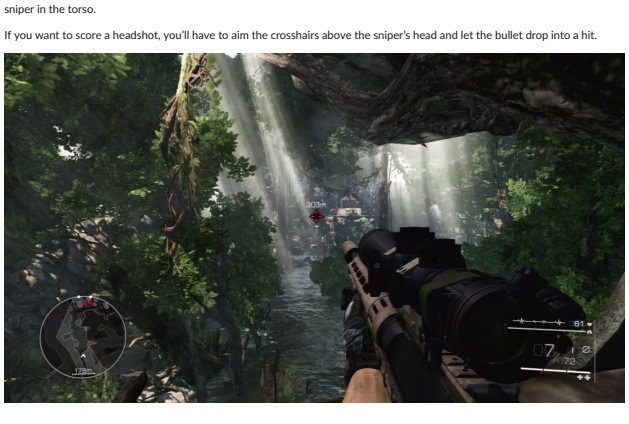
Expert Mode

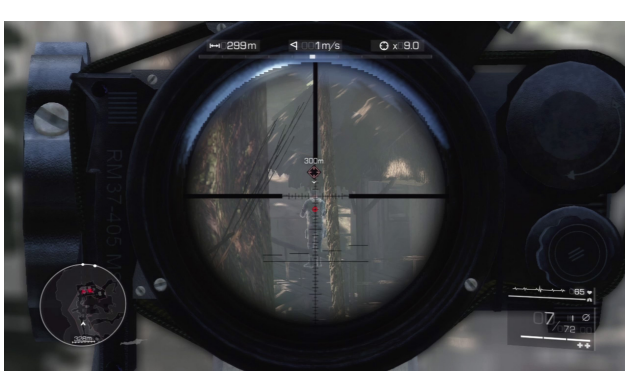


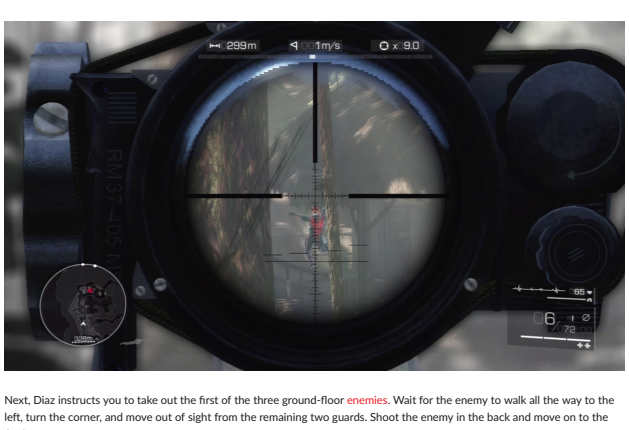
- Distance: Approximately 330 meters
- Wind: 1 meter/second (blowing left)
- Magnification: 9x

Wind is not a factor on this very long-range shot. Due to the distance, though, your bullet impact falls approximately two reticle lines down from the bull's-eye. If you put the sniper directly in the crosshairs, the bullet should still strike the crouching sniper in the torso.

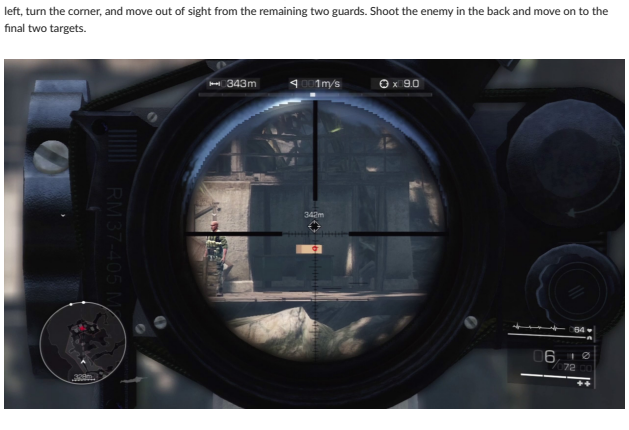
If you want to score a headshot, you'll have to aim the crosshairs above the sniper's head and let the bullet drop into a hit.

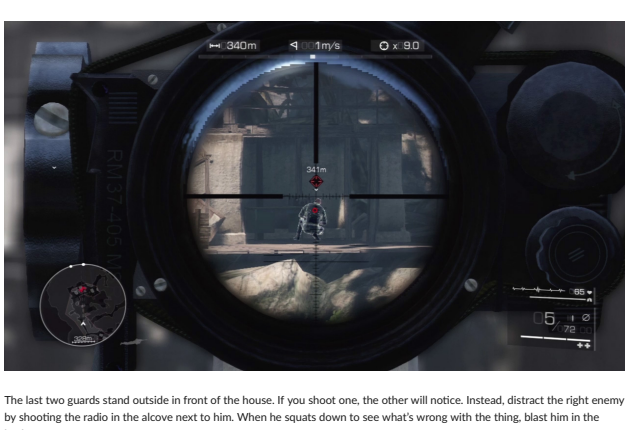




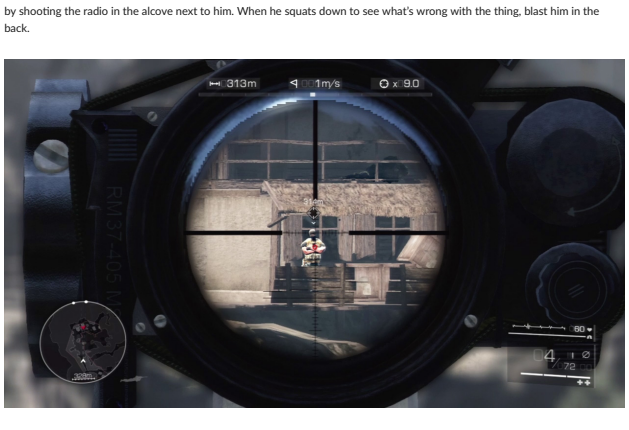


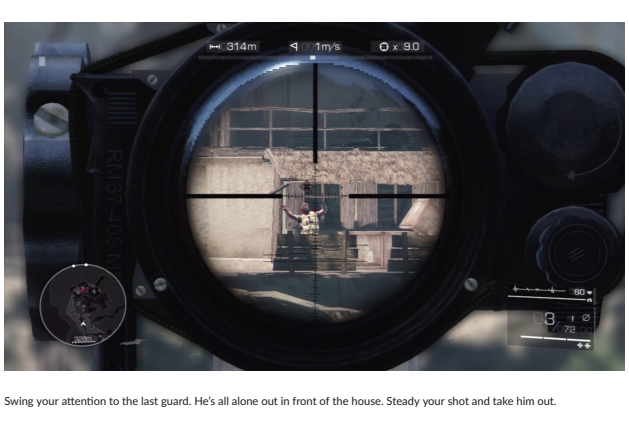
Next, Diaz instructs you to take out the first of the three ground-floor enemies. Wait for the enemy to walk all the way to the left, turn the corner, and move out of sight from the remaining two guards. Shoot the enemy in the back and move on to the final two targets.





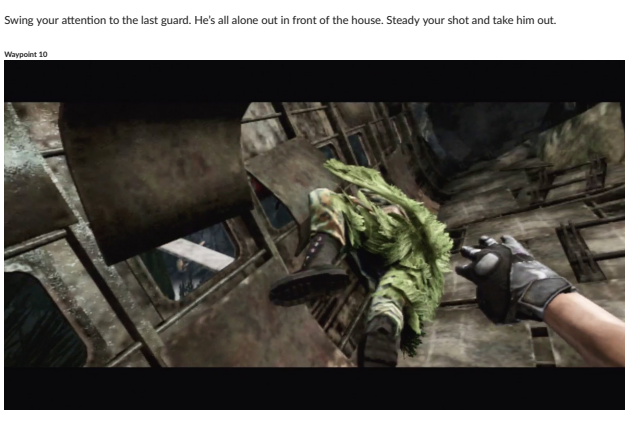
The last two guards stand outside in front of the house. If you shoot one, the other will notice. Instead, distract the right enemy by shooting the radio in the alcove next to him. When he squats down to see what's wrong with the thing, blast him in the back.

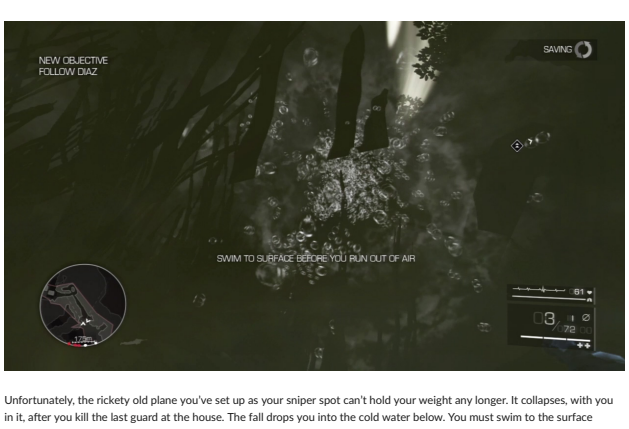




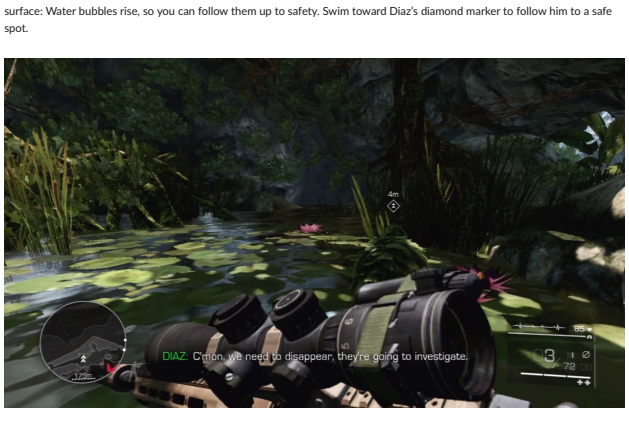
Swing your attention to the last guard. He's all alone out in front of the house. Steady your shot and take him out.

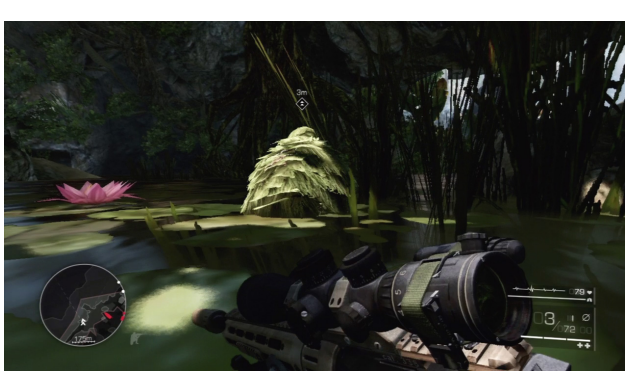
Waypoint 10

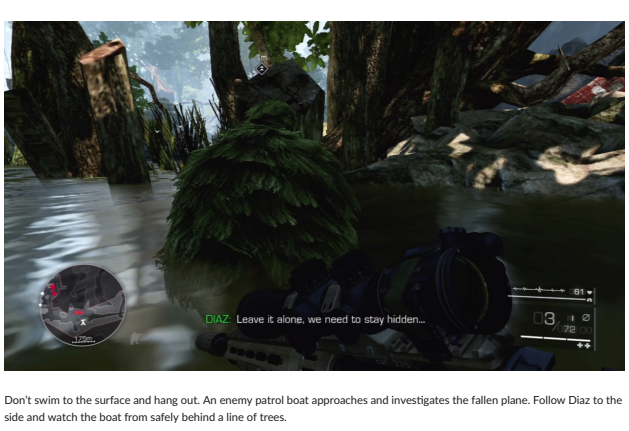




Unfortunately, the rickety old plane you've set up as your sniper spot can't hold your weight any longer. It collapses, with you in it, after you kill the last guard at the house. The fall drops you into the cold water below. You must swim to the surface before you run out of air, but you don't want to swim in any random direction. Watch the water bubbles for a clue to the surface: Water bubbles rise, so you can follow them up to safety. Swim toward Diaz's diamond marker to follow him to a safe spot.

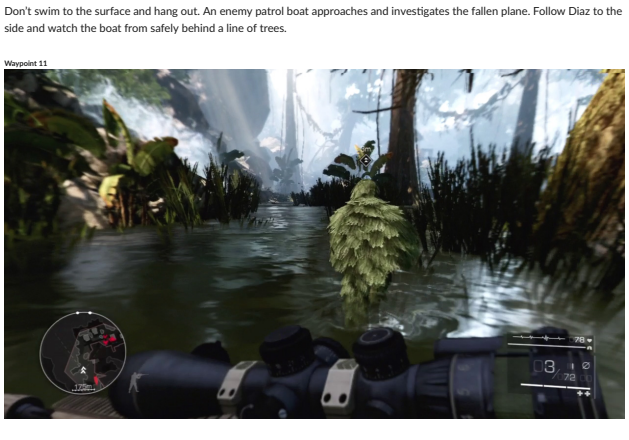

DIAZ: C'mon, we need to disappear; they're going to investigate.

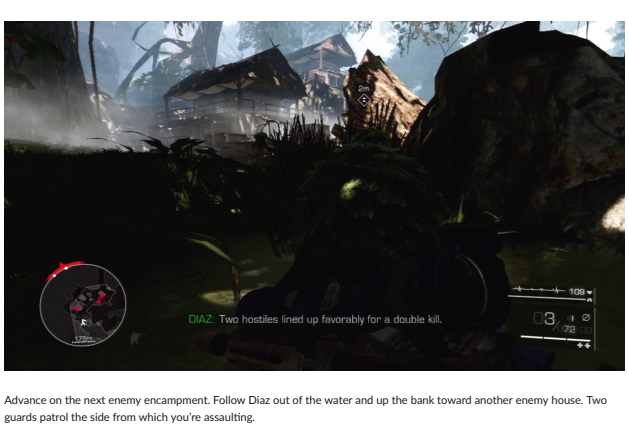




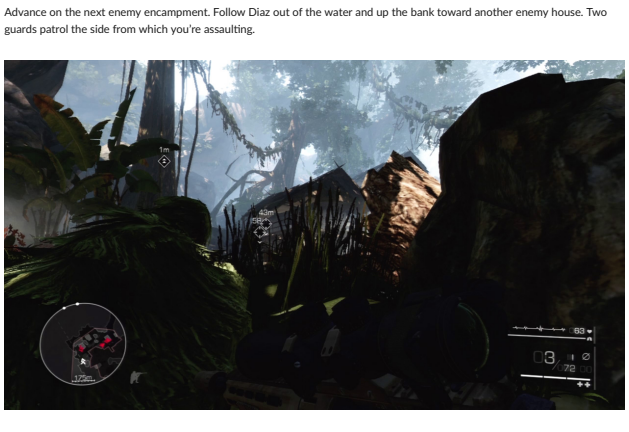
Don't swim to the surface and hang out. An enemy patrol boat approaches and investigates the fallen plane. Follow Diaz to the side and watch the boat from safely behind a line of trees.

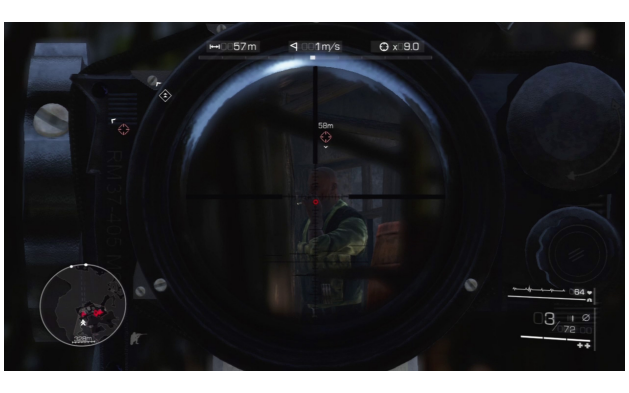
Waypoint 11

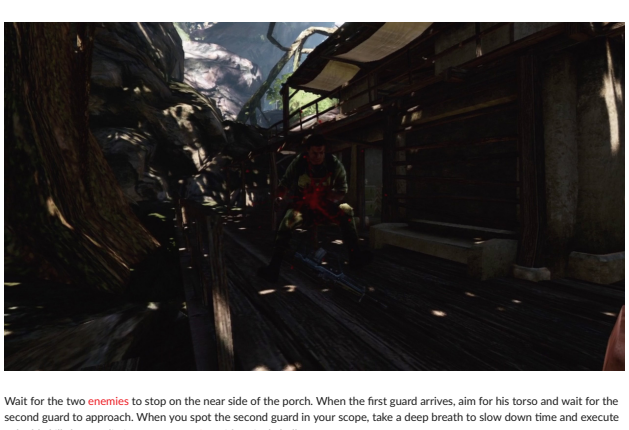




Advance on the next enemy encampment. Follow Diaz out of the water and up the bank toward another enemy house. Two guards patrol the side from which you're assaulting.

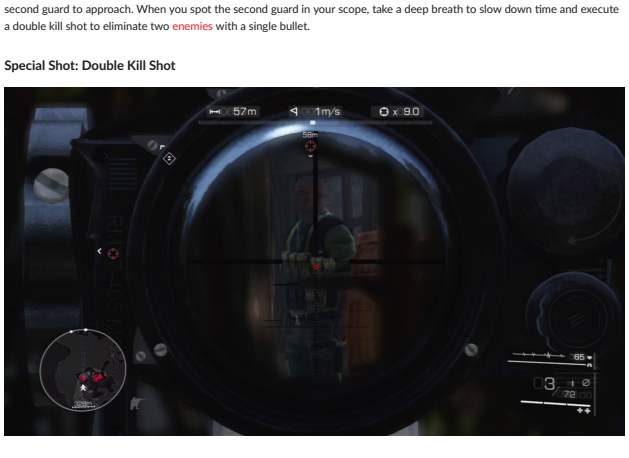


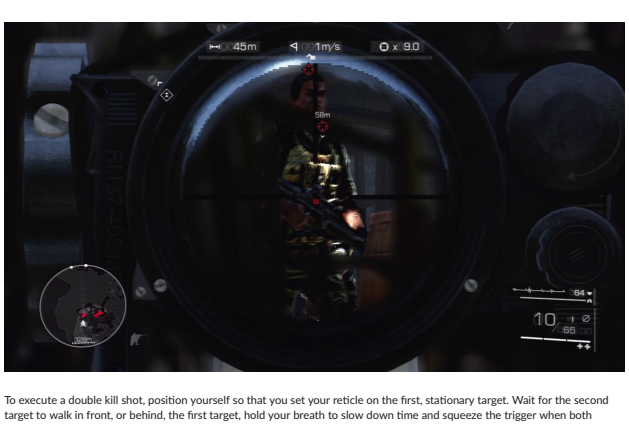




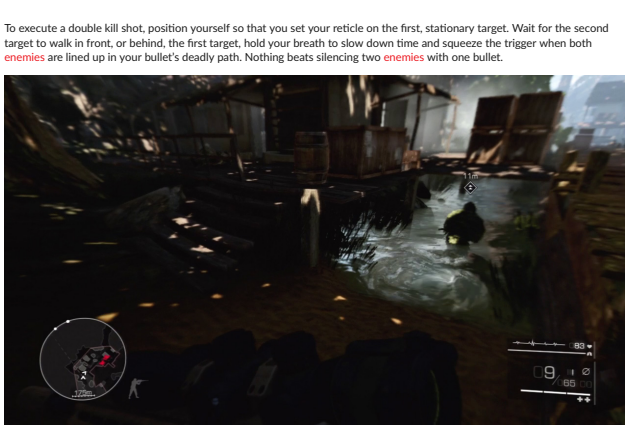
Wait for the two enemies to stop on the near side of the porch. When the first guard arrives, aim for his torso and wait for the second guard to approach. When you spot the second guard in your scope, take a deep breath to slow down time and execute a double kill shot to eliminate two enemies with a single bullet.

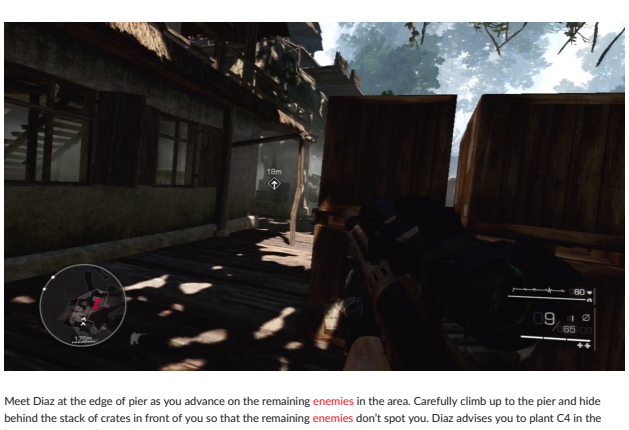
Special Shot: Double Kill Shot



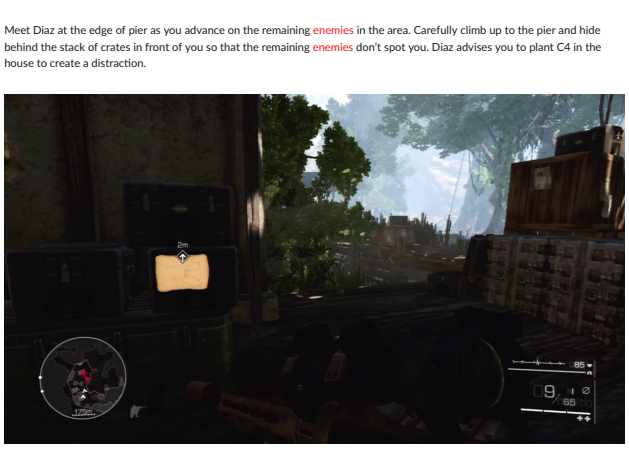


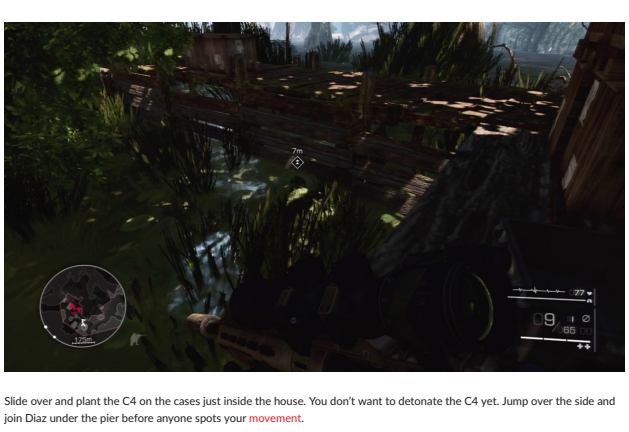
To execute a double kill shot, position yourself so that you set your reticle on the first, stationary target. Wait for the second target to walk in front, or behind, the first target, hold your breath to slow down time and squeeze the trigger when both enemies are lined up in your bullet's deadly path. Nothing beats silencing two enemies with one bullet.





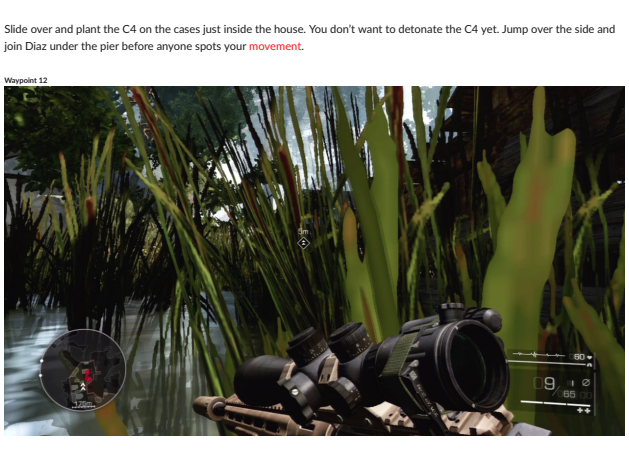
Meet Diaz at the edge of pier as you advance on the remaining enemies in the area. Carefully climb up to the pier and hide behind the stack of crates in front of you so that the remaining enemies don't spot you. Diaz advises you to plant C4 in the house to create a distraction.

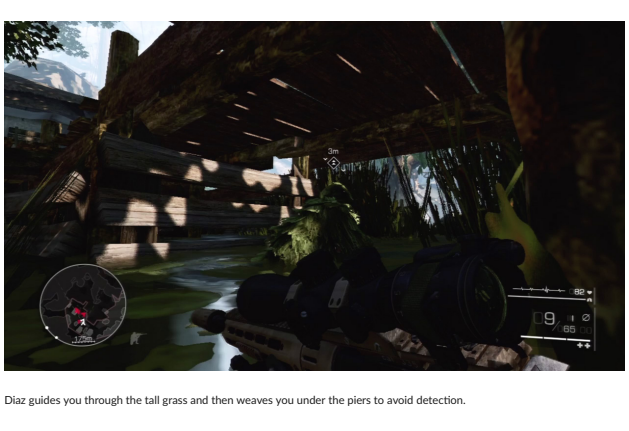




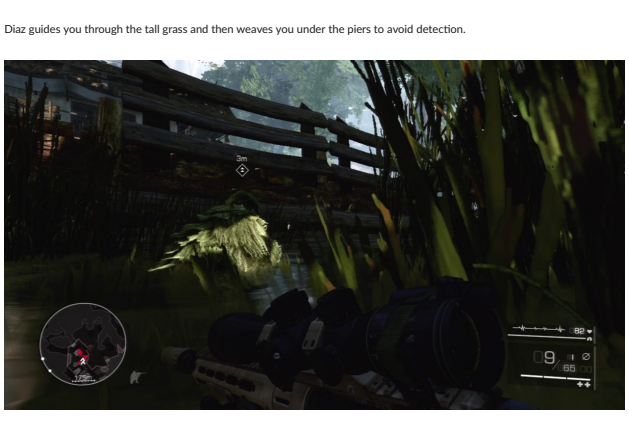
Slide over and plant the C4 on the cases just inside the house. You don't want to detonate the C4 yet. Jump over the side and join Diaz under the pier before anyone spots your movement.

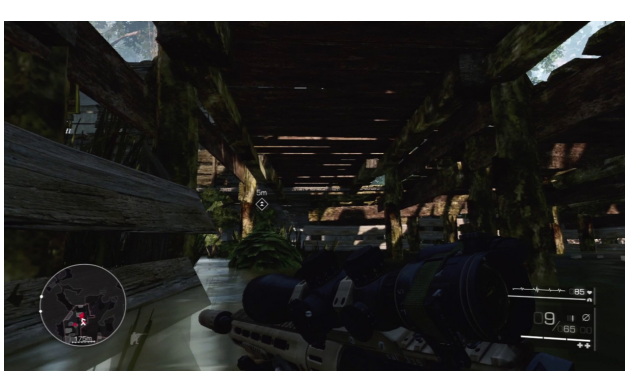
Waypoint 12

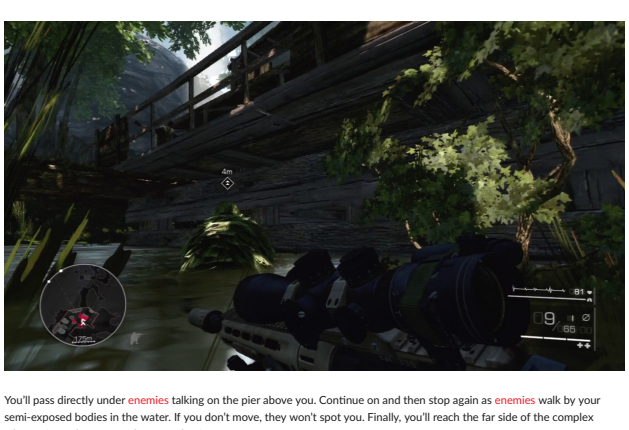




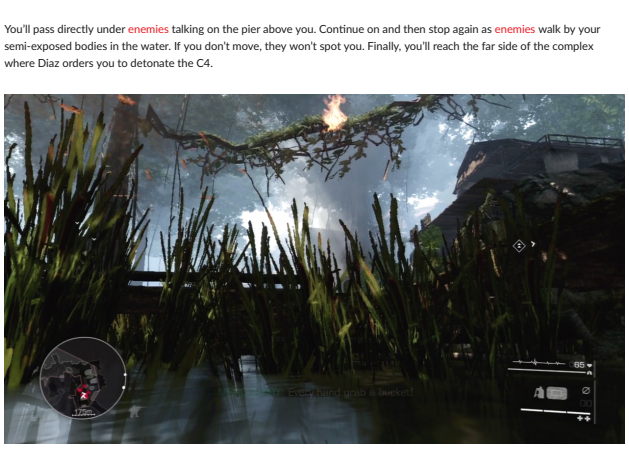
Diaz guides you through the tall grass and then weaves you under the piers to avoid detection.

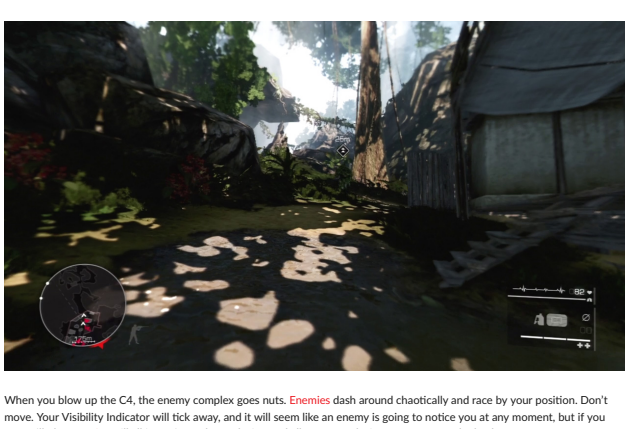






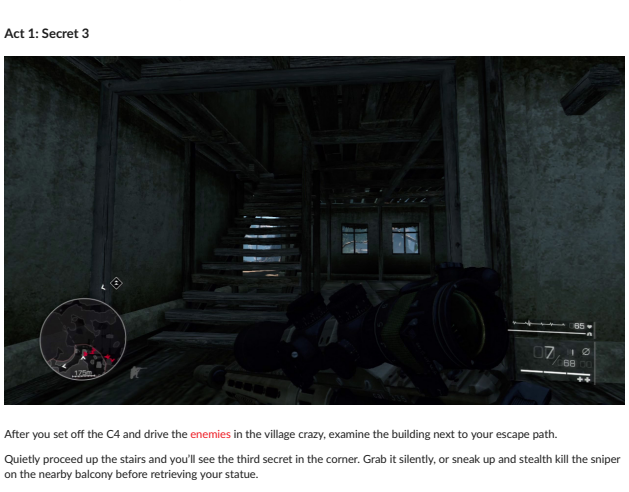
You'll pass directly under enemies talking on the pier above you. Continue on and then stop again as enemies walk by your semi-exposed bodies in the water. If you don't move, they won't spot you. Finally, you'll reach the far side of the complex where Diaz orders you to detonate the C4.





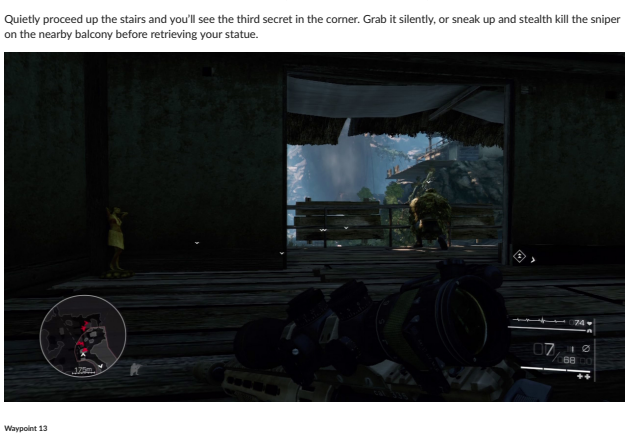
When you blow up the C4, the enemy complex goes nuts. Enemies dash around chaotically and race by your position. Don't move. Your Visibility Indicator will tick away, and it will seem like an enemy is going to notice you at any moment, but if you stay still, the enemies will all investigate the explosion and allow you and Diaz to escape out the back.

Act 1: Secret 3

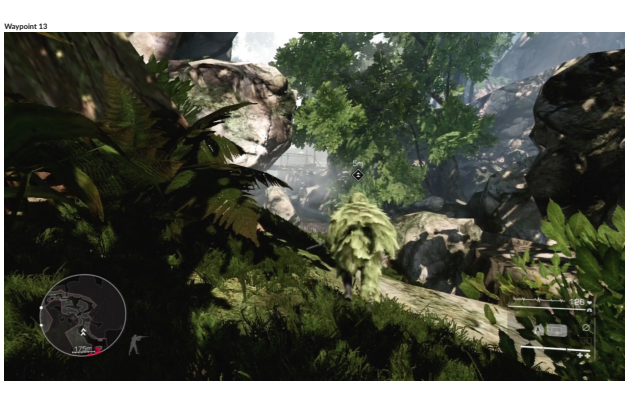


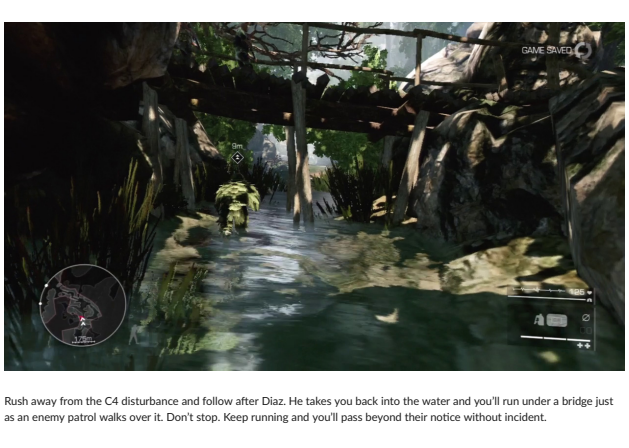
After you set off the C4 and drive the enemies in the village crazy, examine the building next to your escape path.

Quietly proceed up the stairs and you'll see the third secret in the corner. Grab it silently, or sneak up and stealth kill the sniper on the nearby balcony before retrieving your statue.

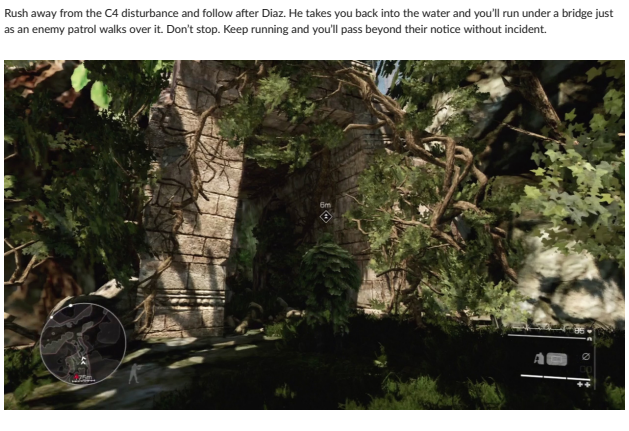


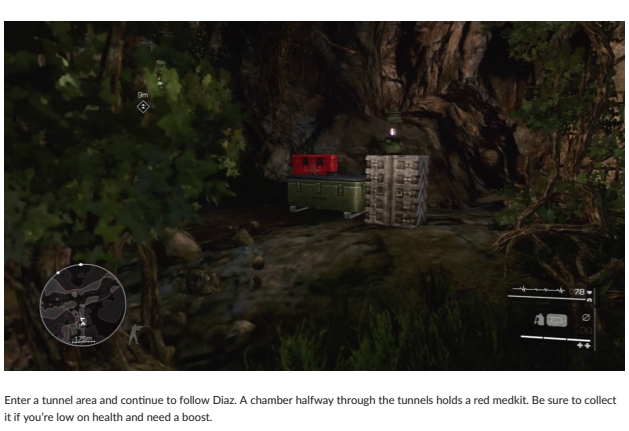
Waypoint 13





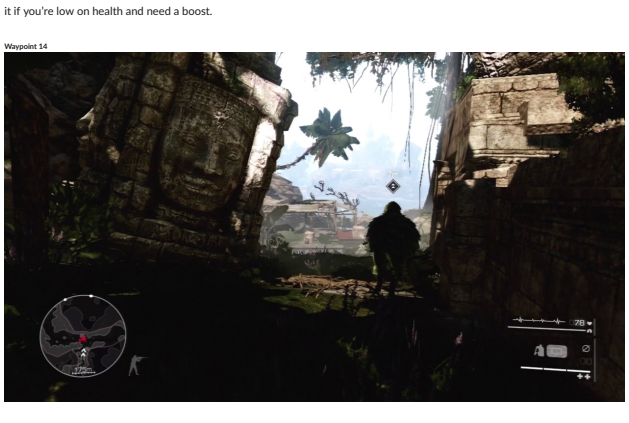
Rush away from the C4 disturbance and follow after Diaz. He takes you back into the water and you'll run under a bridge just as an enemy patrol walks over it. Don't stop. Keep running and you'll pass beyond their notice without incident.

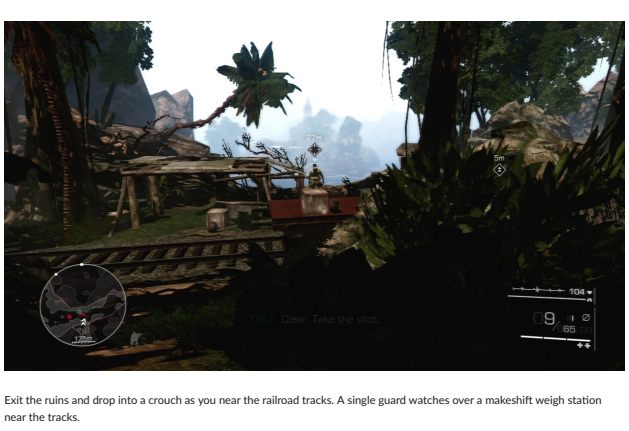




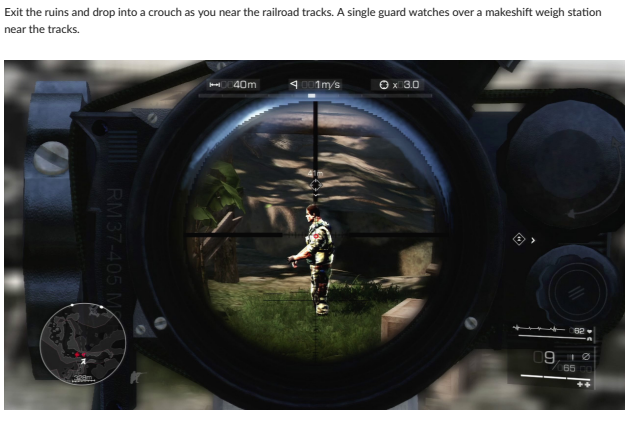
Enter a tunnel area and continue to follow Diaz. A chamber halfway through the tunnels holds a red medkit. Be sure to collect it if you're low on health and need a boost.

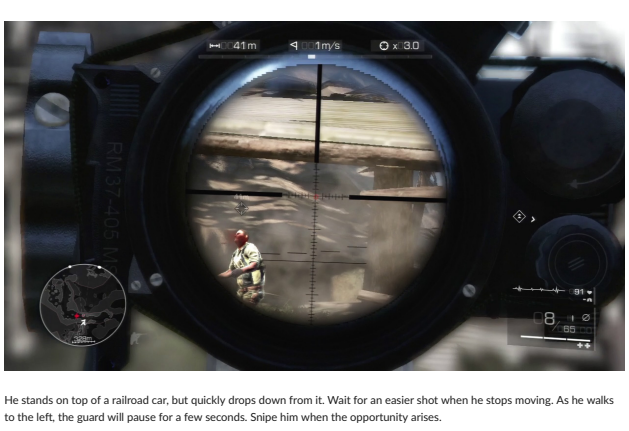
Waypoint 14



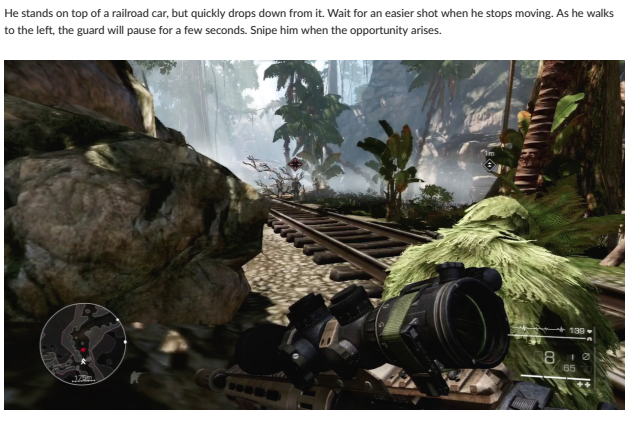


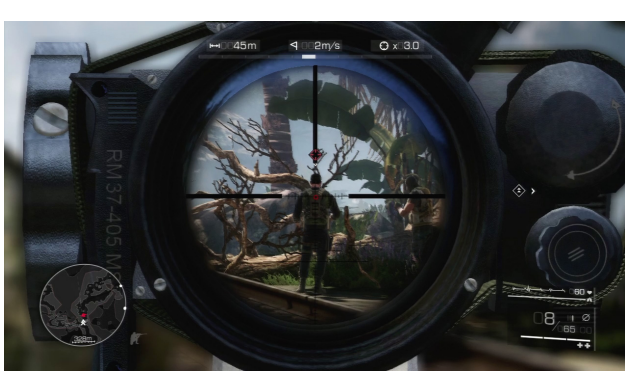
Exit the ruins and drop into a crouch as you near the railroad tracks. A single guard watches over a makeshift weigh station near the tracks.

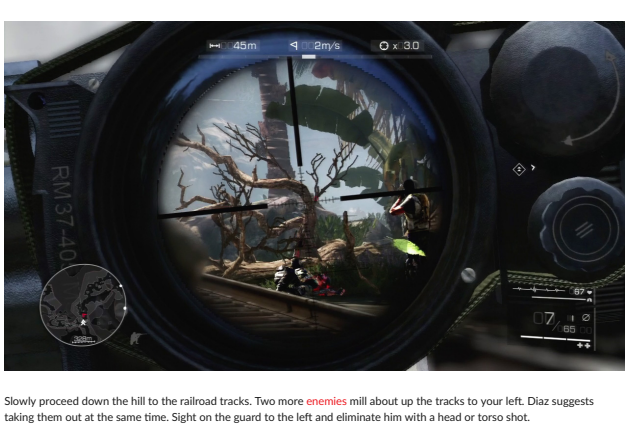




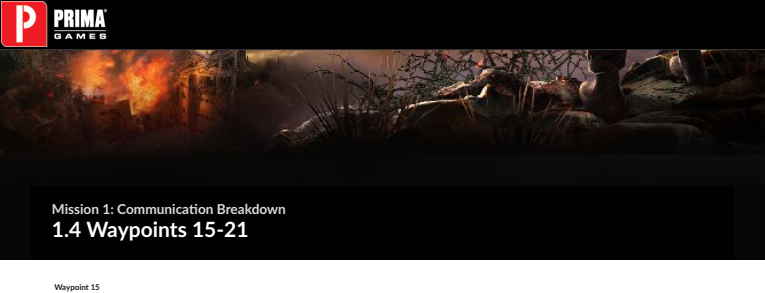
He stands on top of a railroad car, but quickly drops down from it. Wait for an easier shot when he stops moving. As he walks to the left, the guard will pause for a few seconds. Snipe him when the opportunity arises.







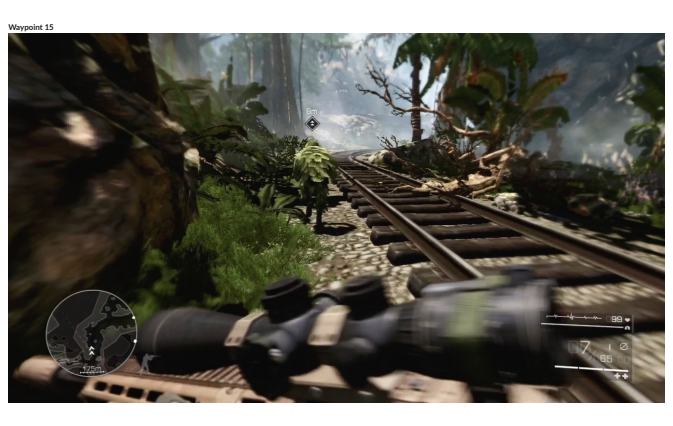
Slowly proceed down the hill to the railroad tracks. Two more enemies mill about up the tracks to your left. Diaz suggests taking them out at the same time. Sight on the guard to the left and eliminate him with a head or torso shot.

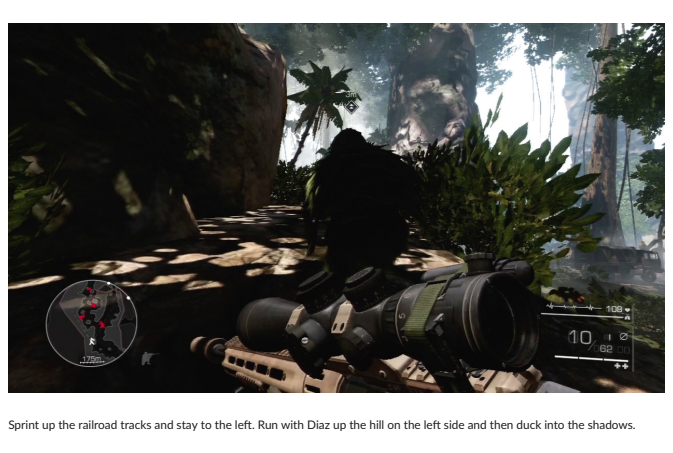


Mission 1: Communication Breakdown

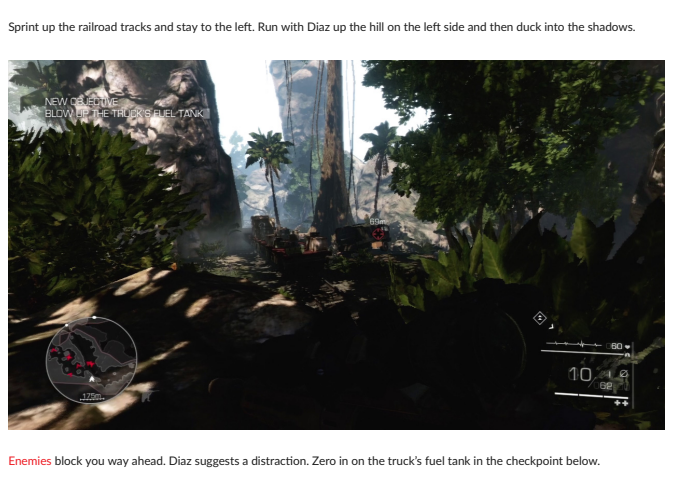
1.4 Waypoints 15-21

Waypoint 15

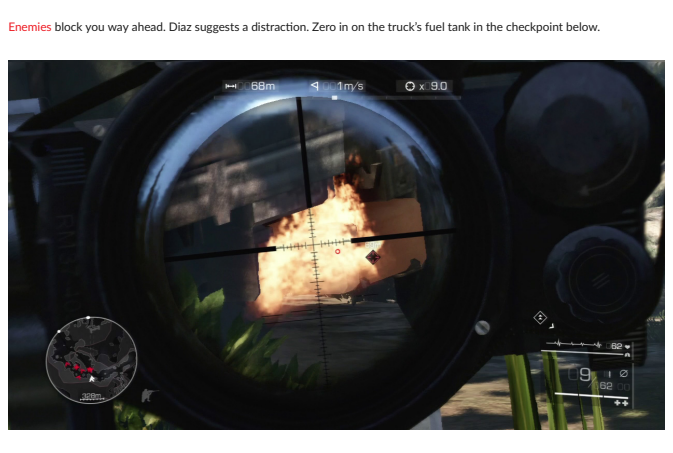


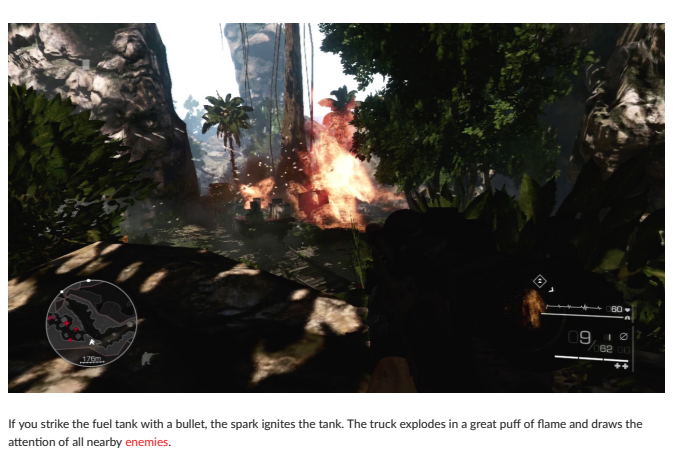


Sprint up the railroad tracks and stay to the left. Run with Diaz up the hill on the left side and then duck into the shadows.



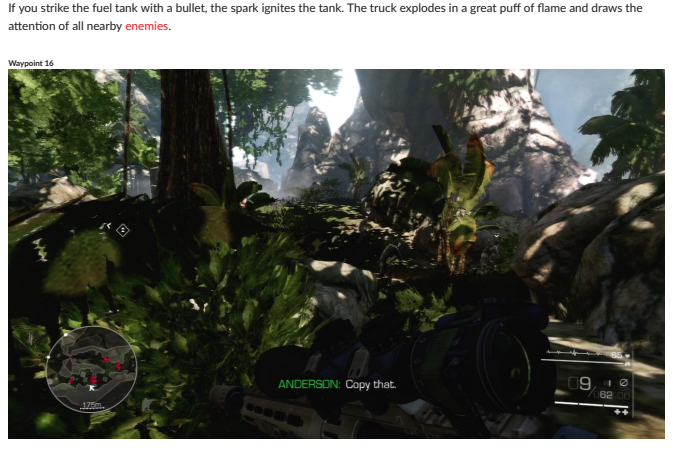
Enemies block you way ahead. Diaz suggests a distraction. Zero in on the truck's fuel tank in the checkpoint below.

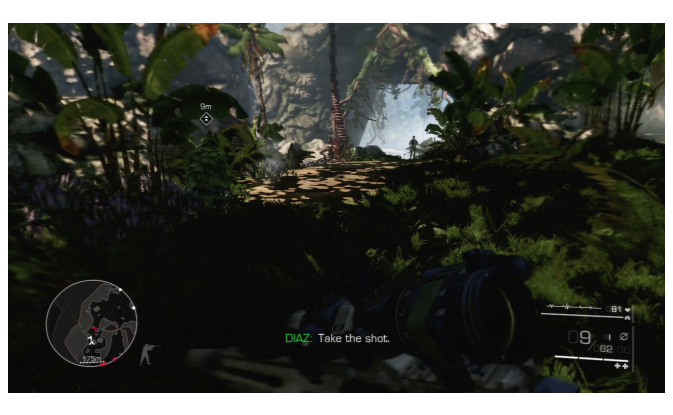


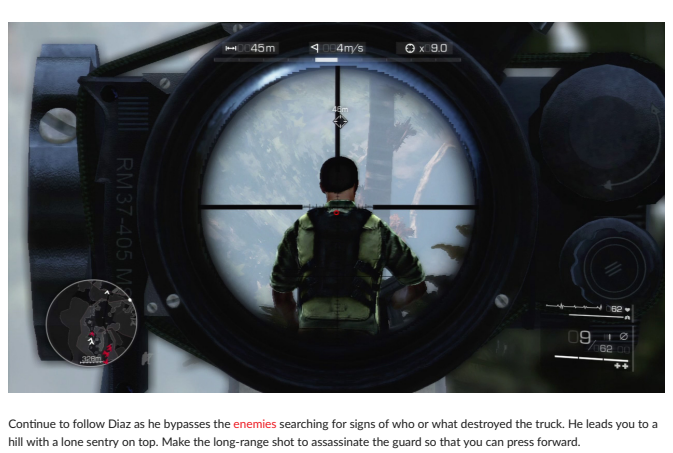


If you strike the fuel tank with a bullet, the spark ignites the tank. The truck explodes in a great puff of flame and draws the attention of all nearby enemies.

Waypoint 16

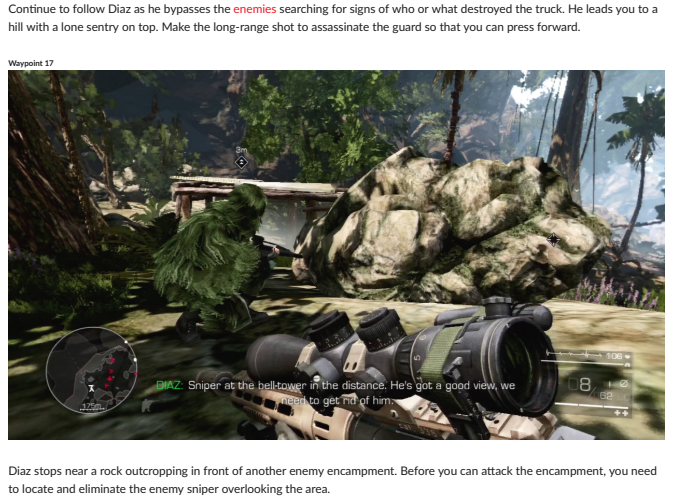






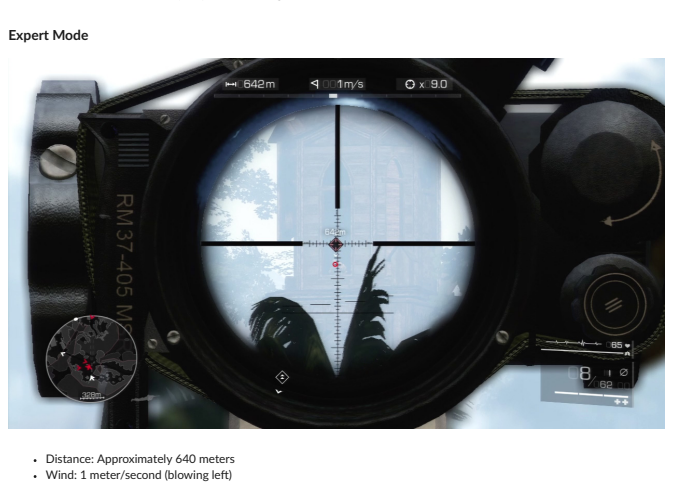
Continue to follow Diaz as he bypasses the enemies searching for signs of who or what destroyed the truck. He leads you to a hill with a lone sentry on top. Make the long-range shot to assassinate the guard so that you can press forward.

Waypoint 17


DIAZ: Sniper at the belltower in the distance. He's got a good view, we need to get rid of him.

Diaz stops near a rock outcropping in front of another enemy encampment. Before you can attack the encampment, you need to locate and eliminate the enemy sniper overlooking the area.

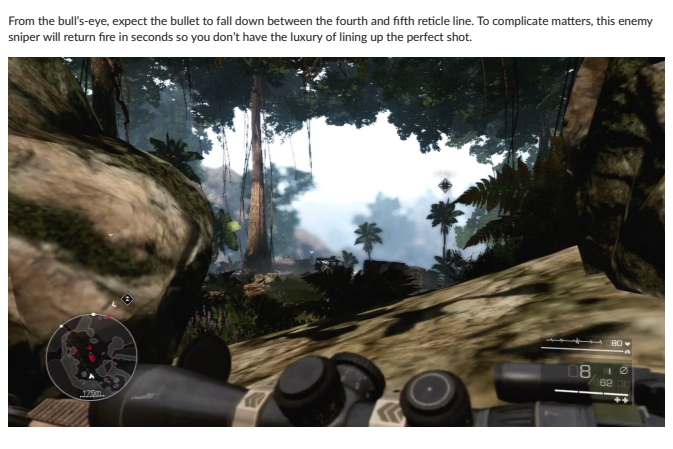
Expert Mode

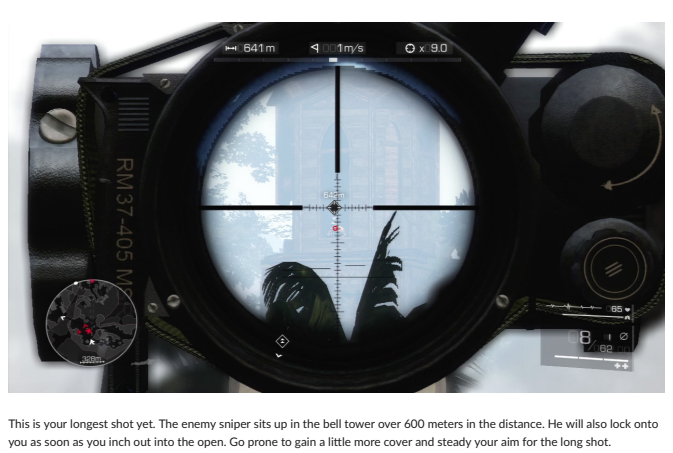


- Distance: Approximately 640 meters
- Wind: 1 meter/second (blowing left)
- Magnification: 9x

Wind is not a factor on this shot either. Because this shot is almost twice as far as the last long shot against an enemy sniper, you would expect the bullet to drop even more, and it will.

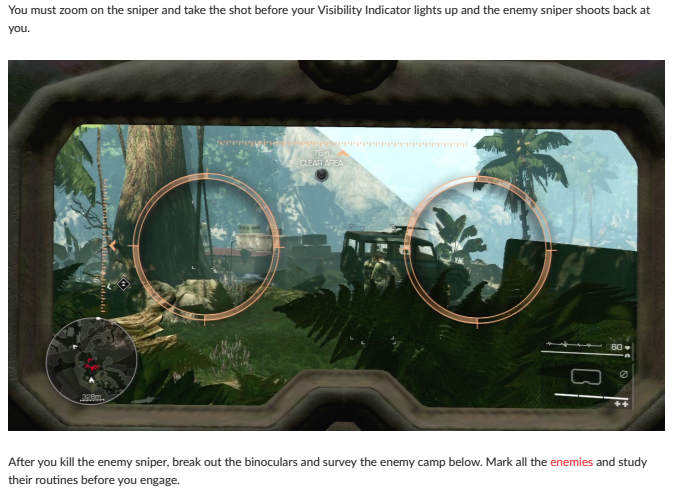
From the bull's-eye, expect the bullet to fall down between the fourth and fifth reticle line. To complicate matters, this enemy sniper will return fire in seconds so you don't have the luxury of lining up the perfect shot.



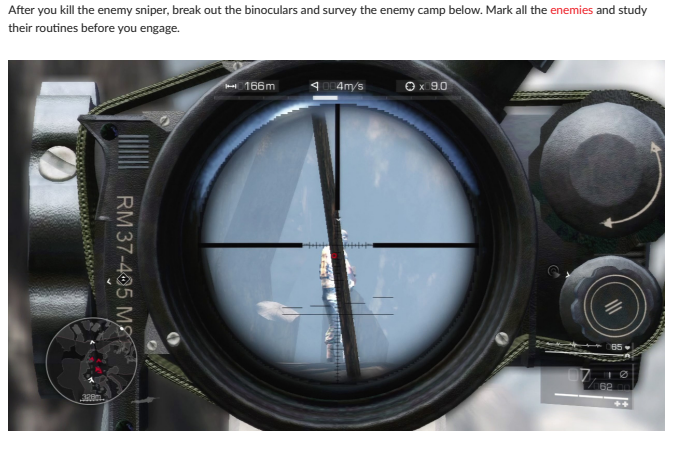


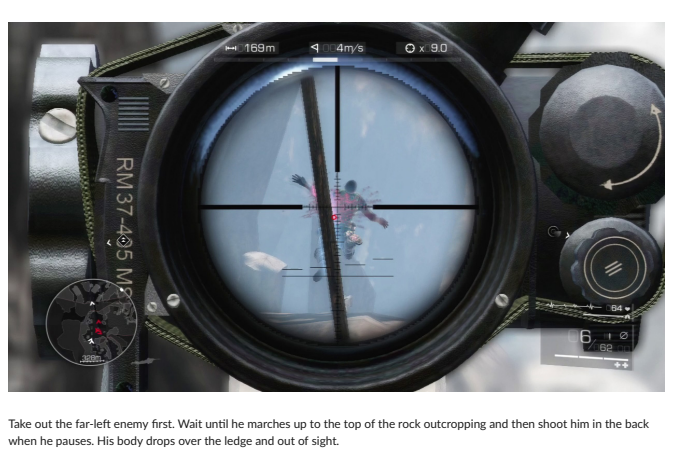
This is your longest shot yet. The enemy sniper sits up in the bell tower over 600 meters in the distance. He will also lock onto you as soon as you inch out into the open. Go prone to gain a little more cover and steady your aim for the long shot.

You must zoom on the sniper and take the shot before your Visibility Indicator lights up and the enemy sniper shoots back at you.

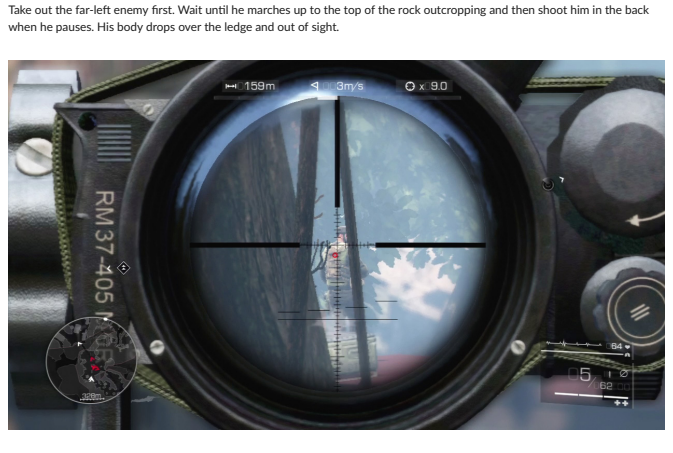


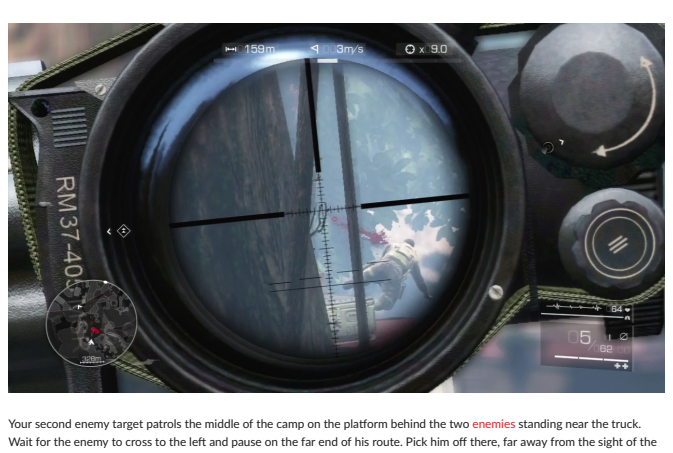
After you kill the enemy sniper, break out the binoculars and survey the enemy camp below. Mark all the enemies and study their routines before you engage.



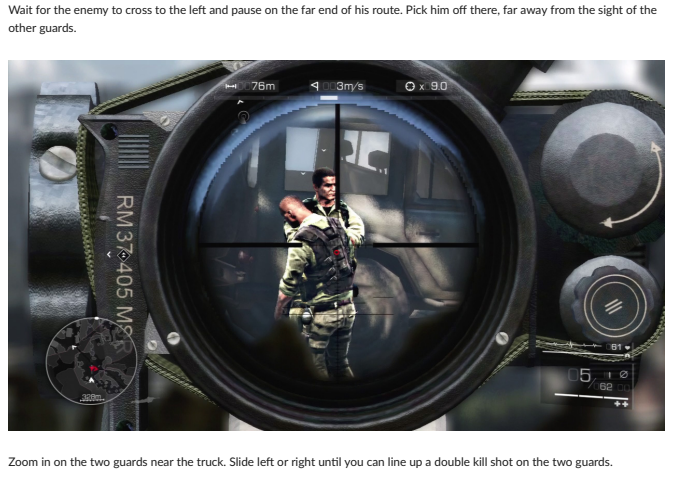


Take out the far-left enemy first. Wait until he marches up to the top of the rock outcropping and then shoot him in the back when he pauses. His body drops over the ledge and out of sight.



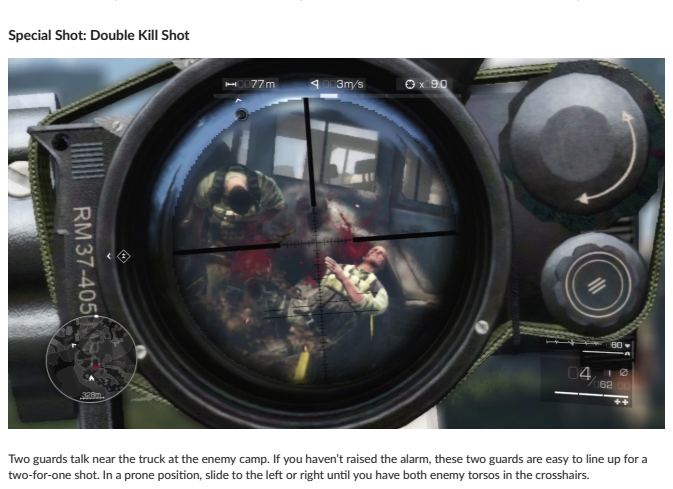


Your second enemy target patrols the middle of the camp on the platform behind the two enemies standing near the truck. Wait for the enemy to cross to the left and pause on the far end of his route. Pick him off there, far away from the sight of the other guards.

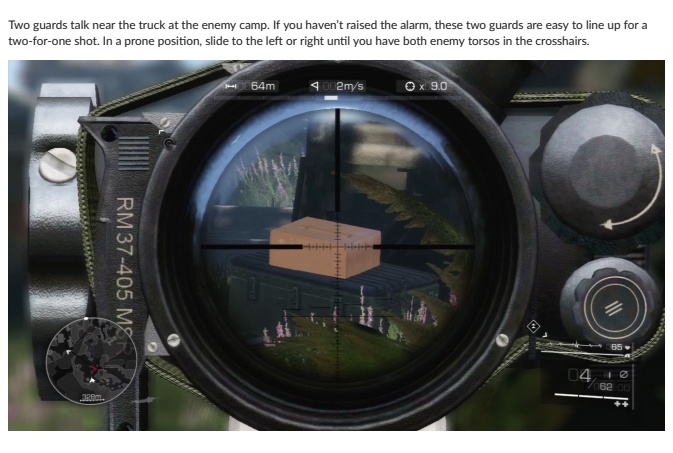


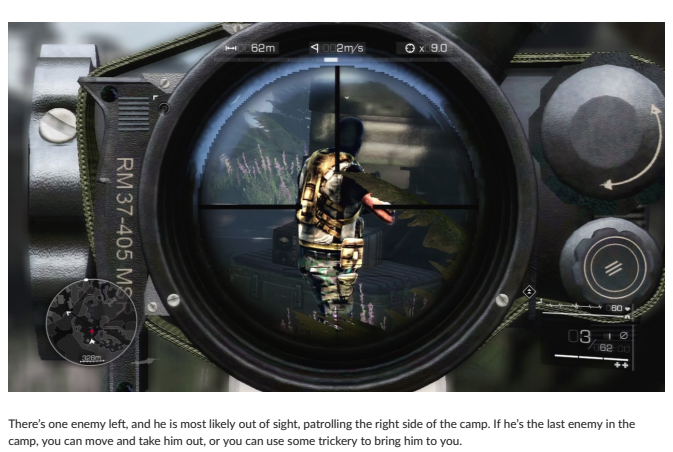
Zoom in on the two guards near the truck. Slide left or right until you can line up a double kill shot on the two guards.

Special Shot: Double Kill Shot



Two guards talk near the truck at the enemy camp. If you haven't raised the alarm, these two guards are easy to line up for a two-for-one shot. In a prone position, slide to the left or right until you have both enemy torsos in the crosshairs.

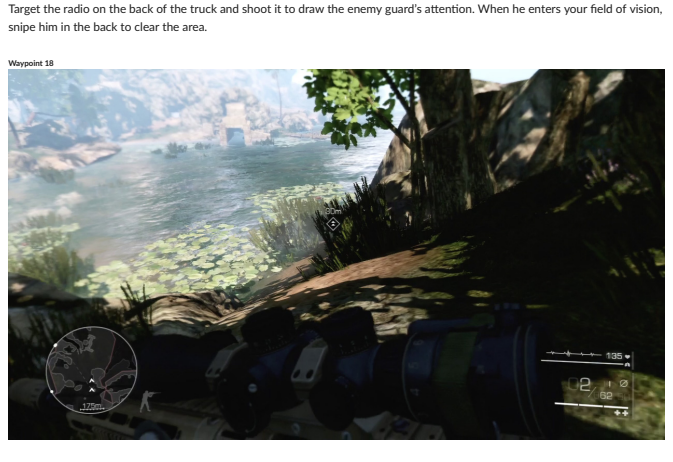


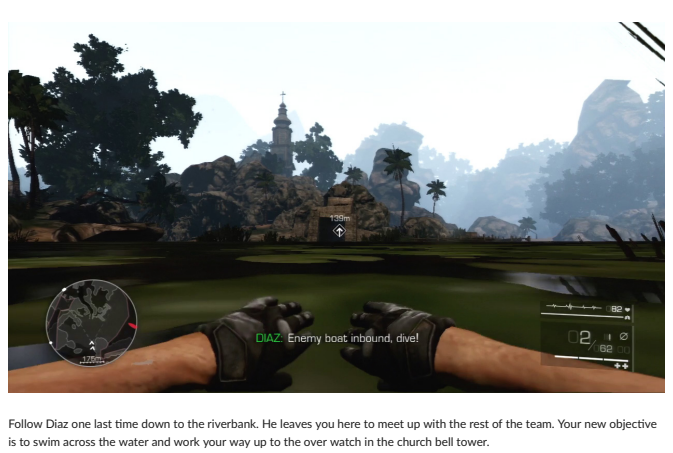


There's one enemy left, and he is most likely out of sight, patrolling the right side of the camp. If he's the last enemy in the camp, you can move and take him out, or you can use some trickery to bring him to you.

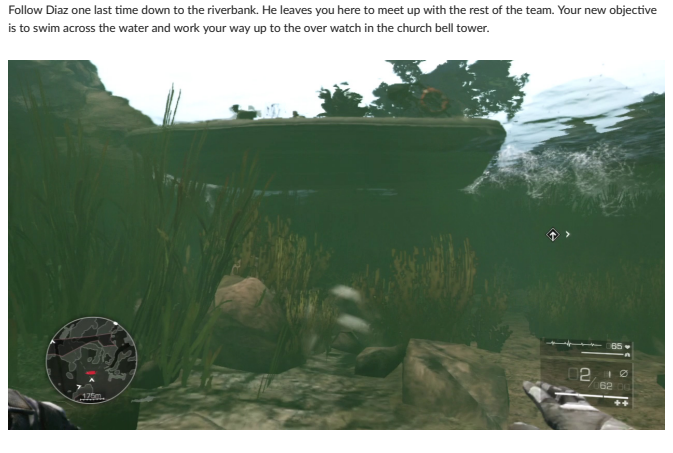
Target the radio on the back of the truck and shoot it to draw the enemy guard's attention. When he enters your field of vision, snipe him in the back to clear the area.

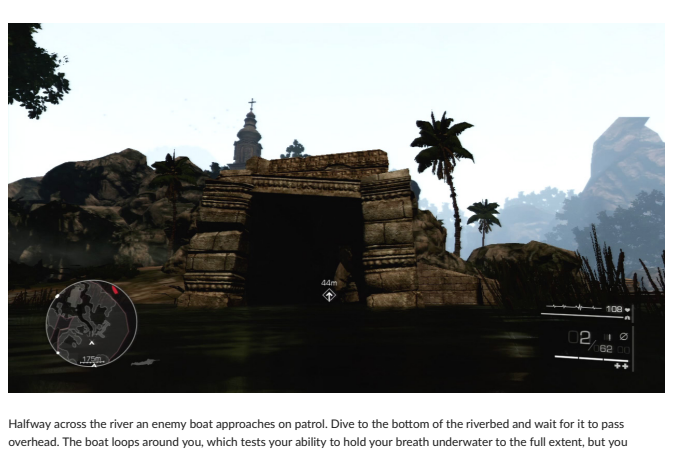
Waypoint 18





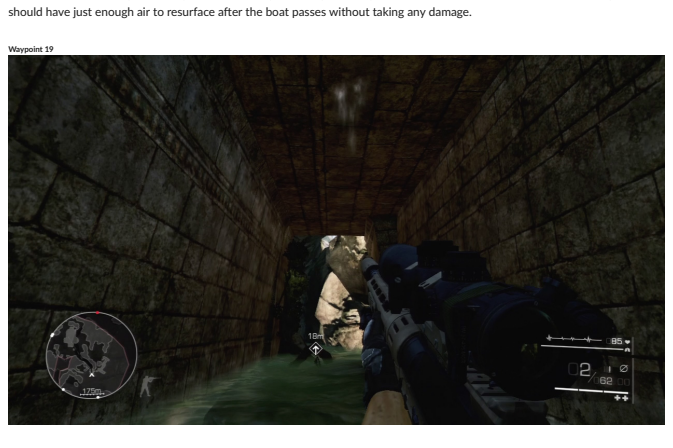
Follow Diaz one last time down to the riverbank. He leaves you here to meet up with the rest of the team. Your new objective is to swim across the water and work your way up to the over watch in the church bell tower.

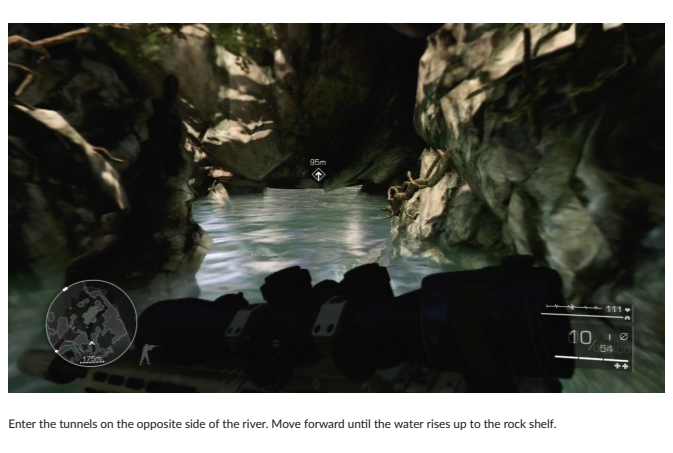




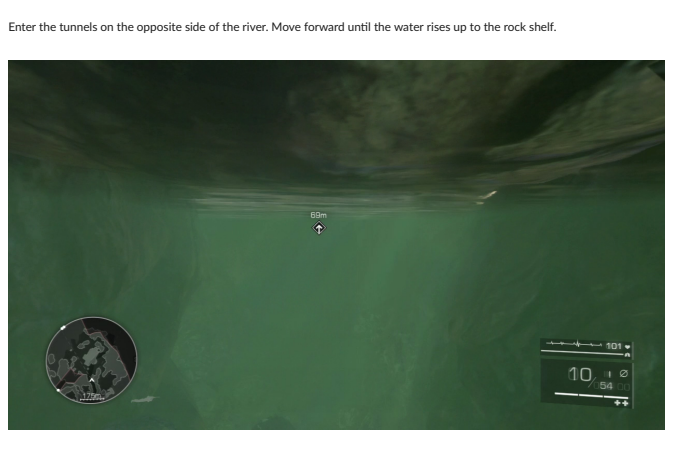
Halfway across the river an enemy boat approaches on patrol. Dive to the bottom of the riverbed and wait for it to pass overhead. The boat loops around you, which tests your ability to hold your breath underwater to the full extent, but you should have just enough air to resurface after the boat passes without taking any damage.

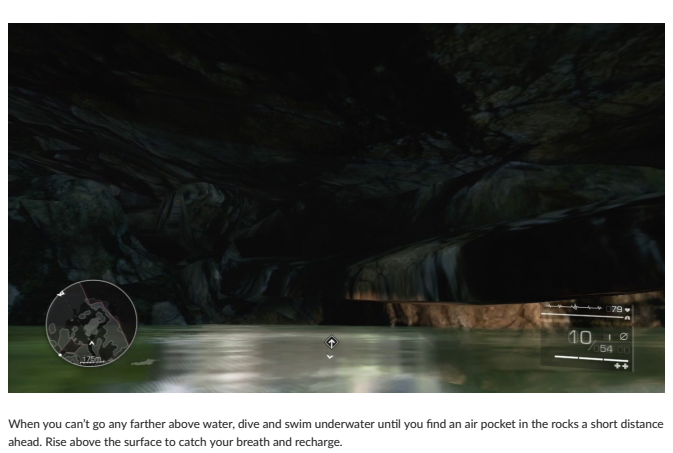
Waypoint 19



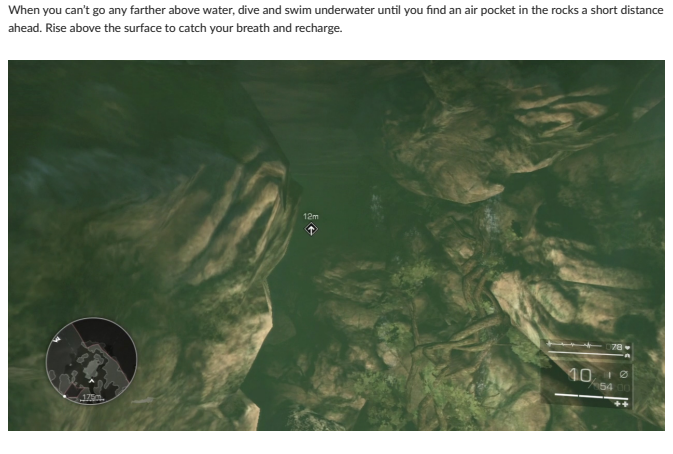


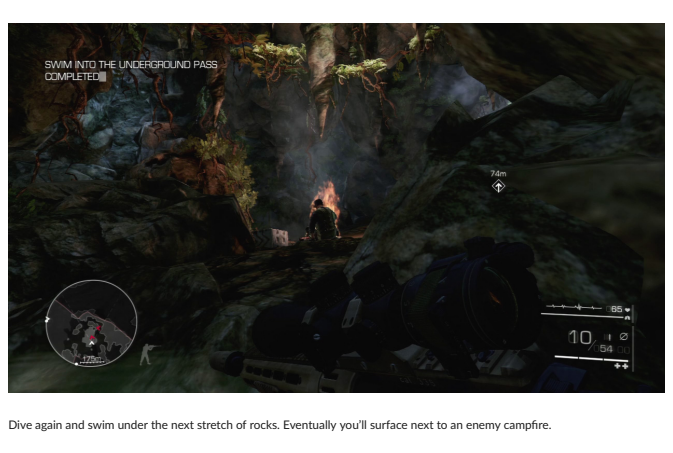
Enter the tunnels on the opposite side of the river. Move forward until the water rises up to the rock shelf.





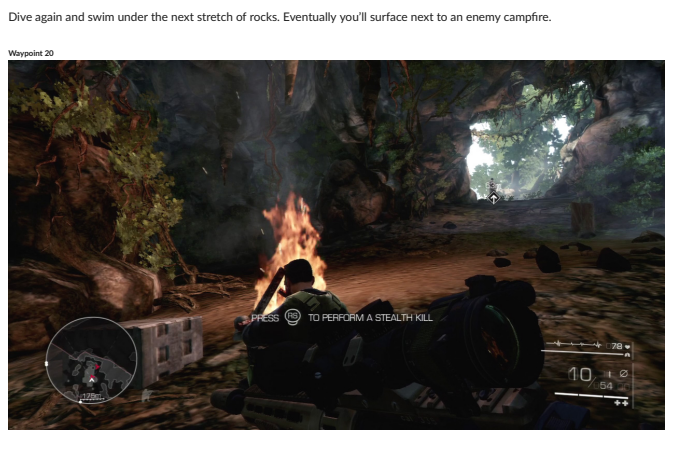
When you can't go any farther above water, dive and swim underwater until you find an air pocket in the rocks a short distance ahead. Rise above the surface to catch your breath and recharge.

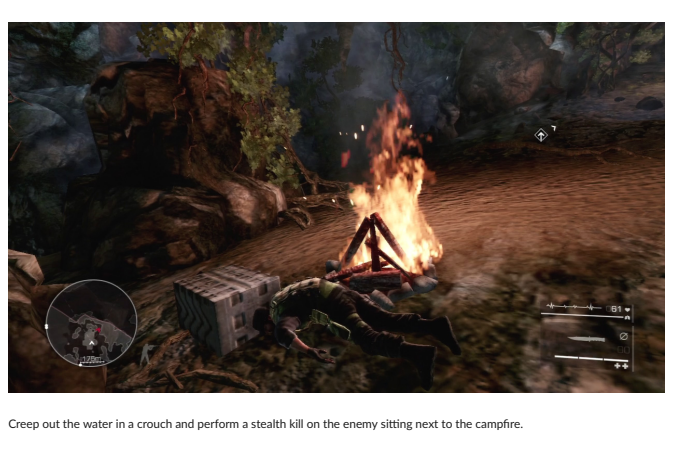




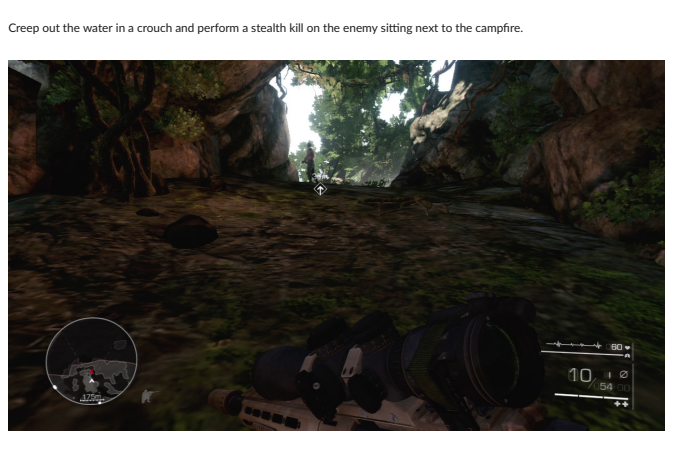
Dive again and swim under the next stretch of rocks. Eventually you'll surface next to an enemy campfire.

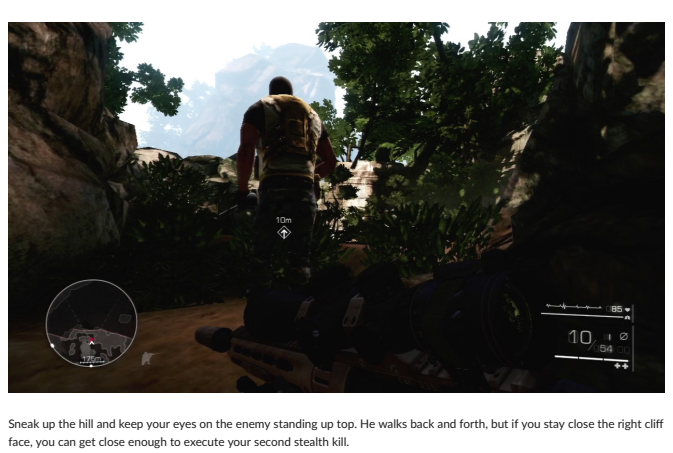
Waypoint 20





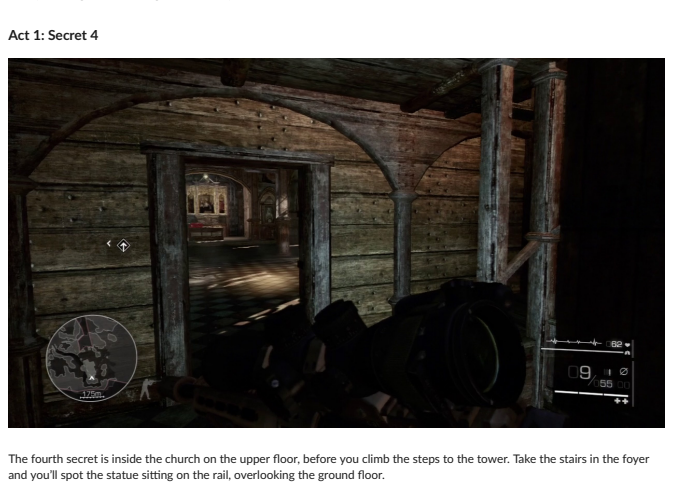
Creep out the water in a crouch and perform a stealth kill on the enemy sitting next to the campfire.



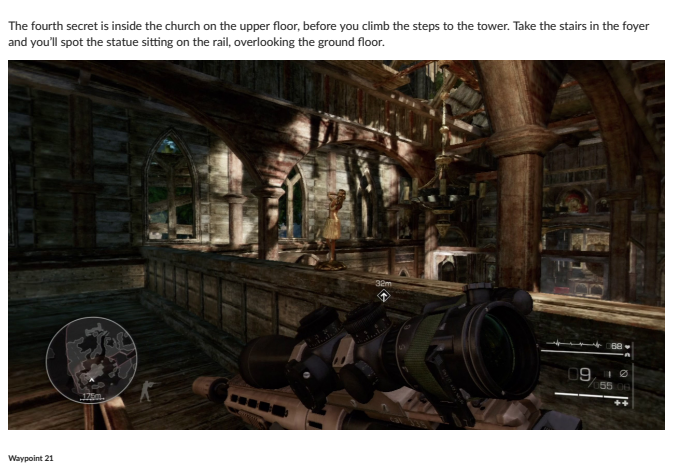


Sneak up the hill and keep your eyes on the enemy standing up top. He walks back and forth, but if you stay close the right cliff face, you can get close enough to execute your second stealth kill.

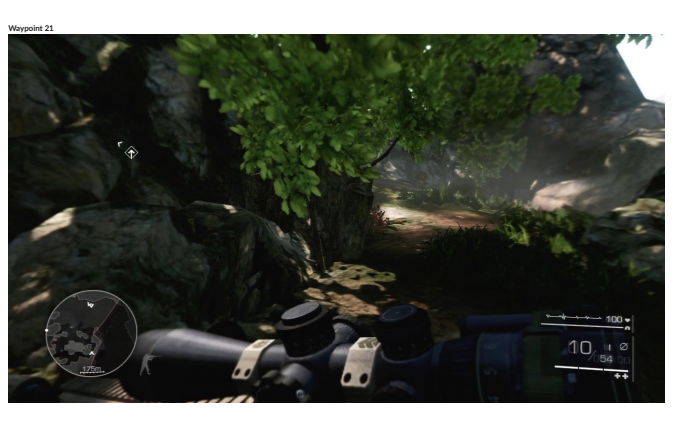
Act 1: Secret 4

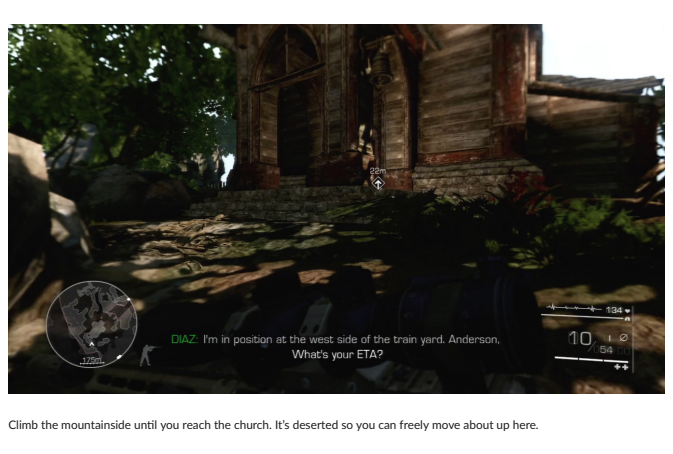


The fourth secret is inside the church on the upper floor, before you climb the steps to the tower. Take the stairs in the foyer and you'll spot the statue sitting on the rail, overlooking the ground floor.

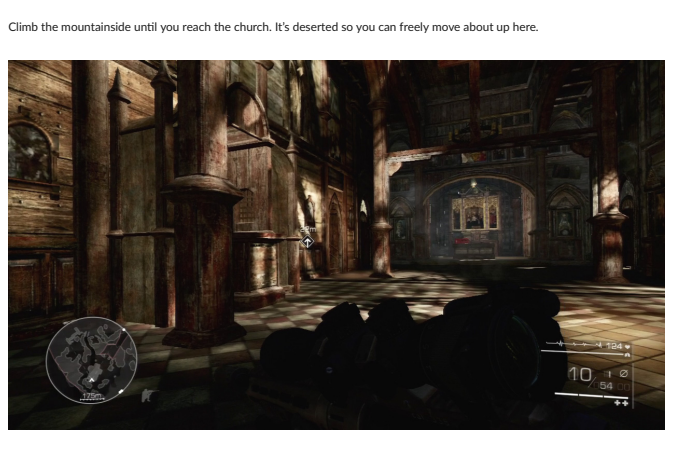


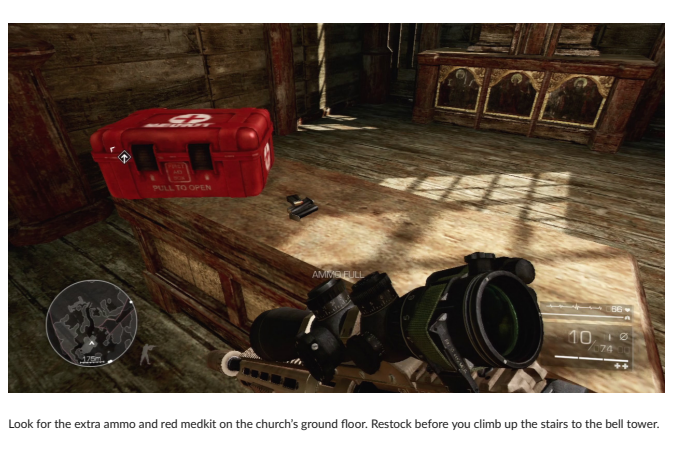
Waypoint 21



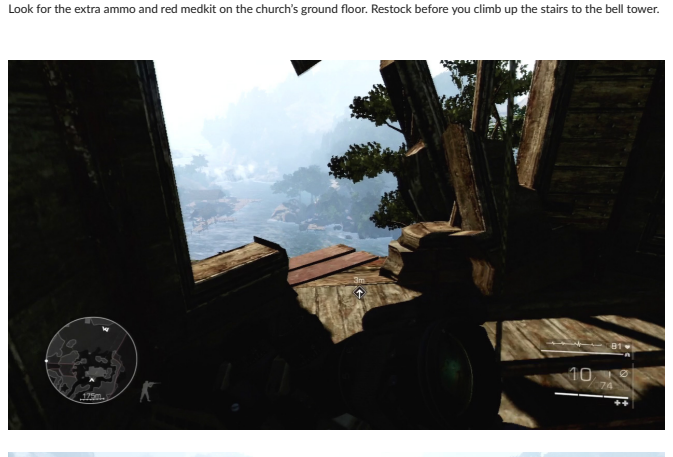

DIAZ: I'm in position at the west side of the train yard. Anderson, What's your ETA?

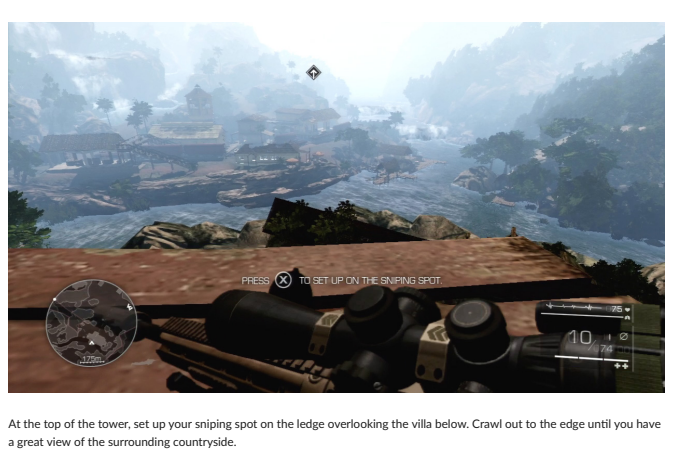
Climb the mountainside until you reach the church. It's deserted so you can freely move about up here.



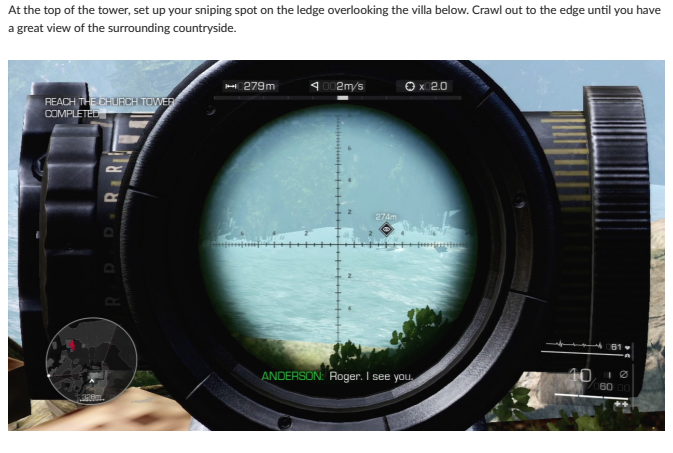


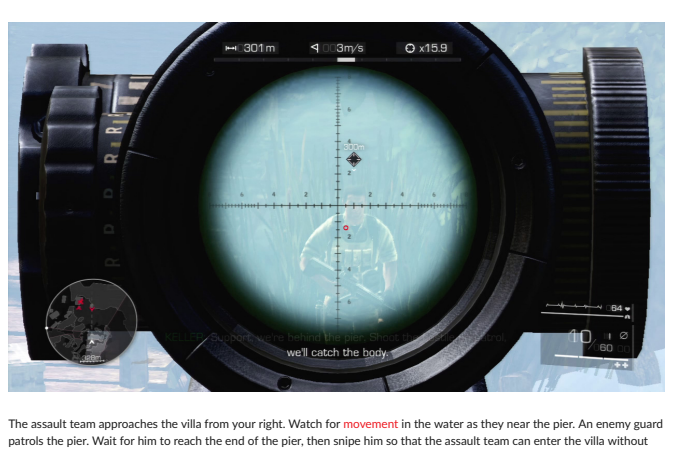
Look for the extra ammo and red medkit on the church's ground floor. Restock before you climb up the stairs to the bell tower.





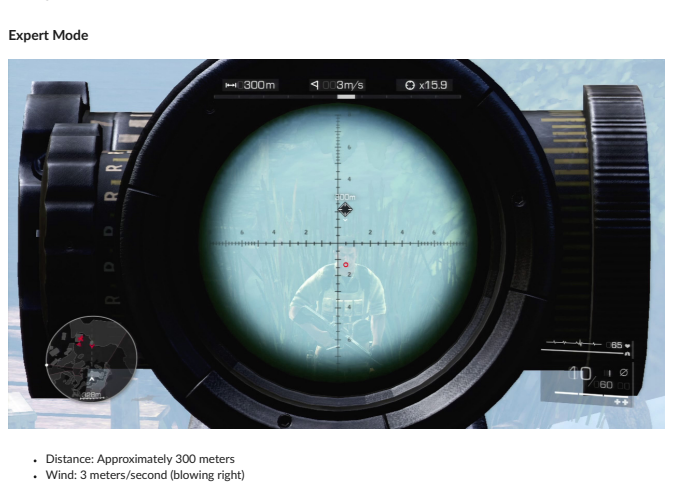
At the top of the tower, set up your sniping spot on the ledge overlooking the villa below. Crawl out to the edge until you have a great view of the surrounding countryside.





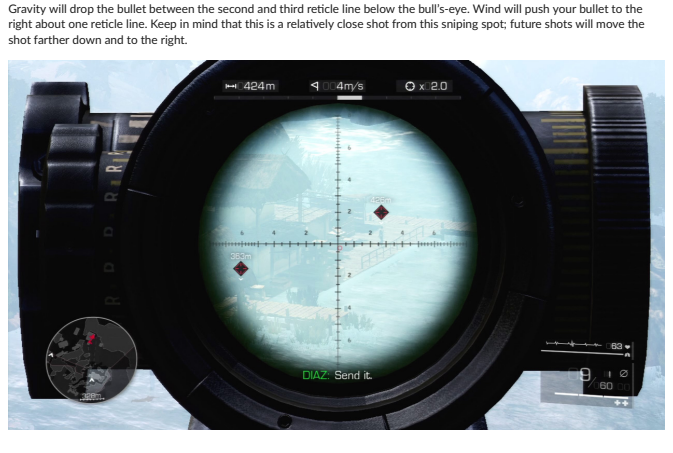
The assault team approaches the villa from your right. Watch for movement in the water as they near the pier. An enemy guard patrols the pier. Wait for him to reach the end of the pier, then snipe him so that the assault team can enter the villa without meeting resistance.

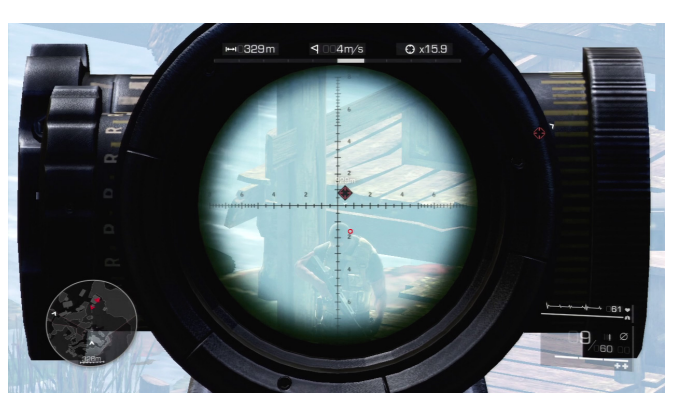
Expert Mode

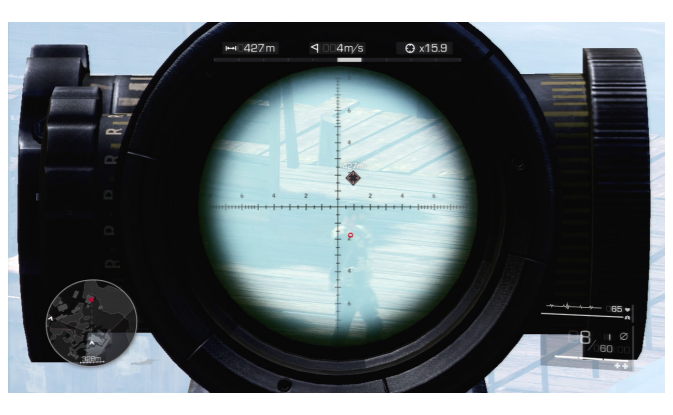


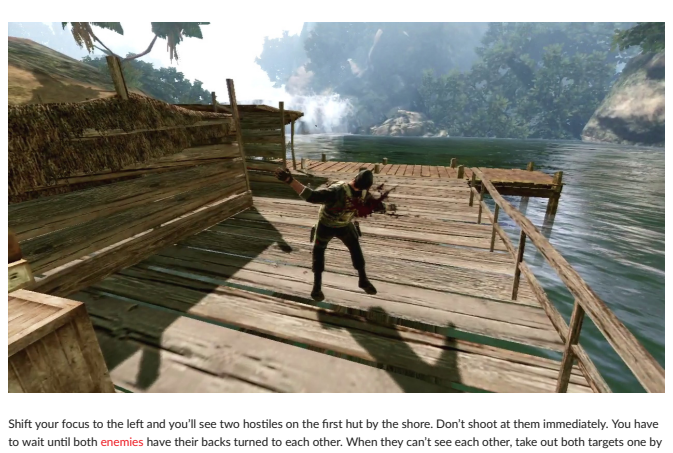
- Distance: Approximately 300 meters
- Wind: 3 meters/second (blowing right)
- Magnification: 15.9x

Gravity will drop the bullet between the second and third reticle line below the bull's-eye. Wind will push your bullet to the right about one reticle line. Keep in mind that this is a relatively close shot from this sniping spot; future shots will move the shot farther down and to the right.

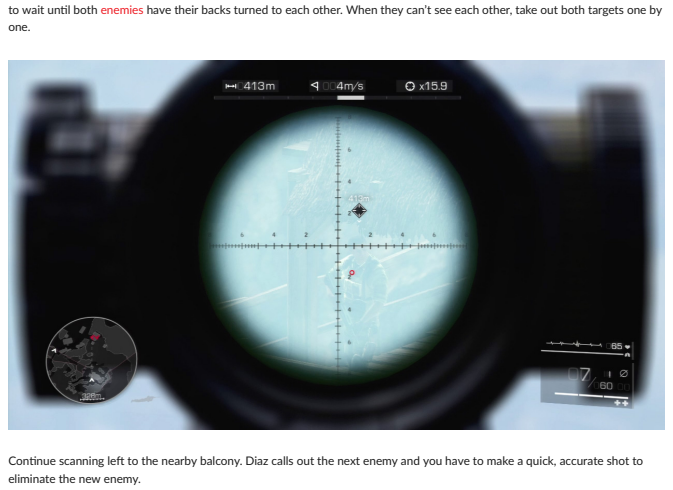




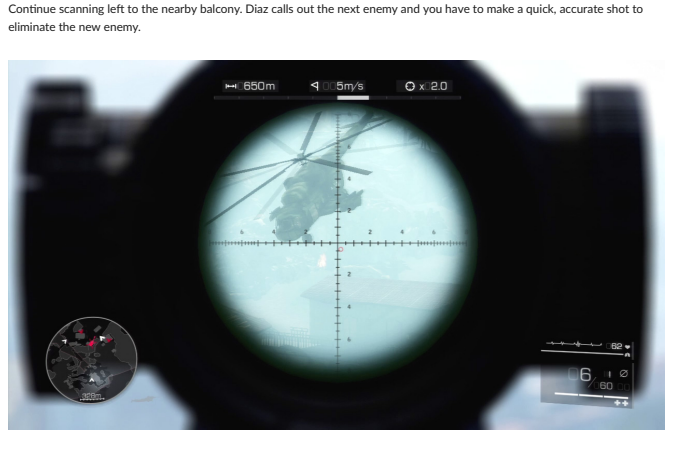


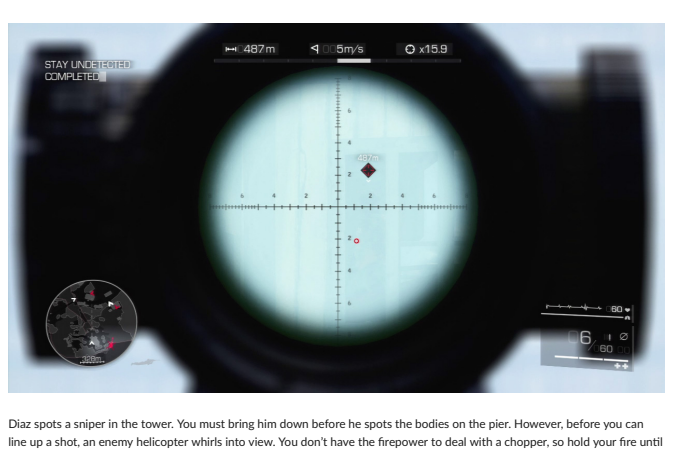


Shift your focus to the left and you'll see two hostiles on the first hut by the shore. Don't shoot at them immediately. You have to wait until both enemies have their backs turned to each other. When they can't see each other, take out both targets one by one.



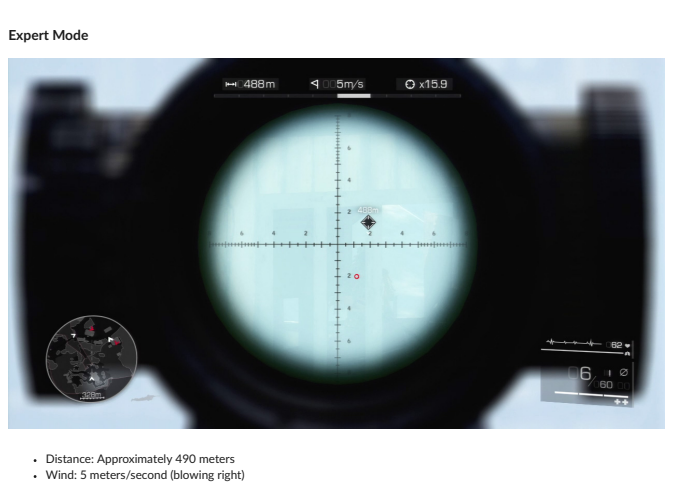
Continue scanning left to the nearby balcony. Diaz calls out the next enemy and you have to make a quick, accurate shot to eliminate the new enemy.





Diaz spots a sniper in the tower. You must bring him down before he spots the bodies on the pier. However, before you can line up a shot, an enemy helicopter whirls into view. You don't have the firepower to deal with a chopper, so hold your fire until after the helicopter leaves the area. Find the sniper in the tower and kill him with a single, long-range shot.

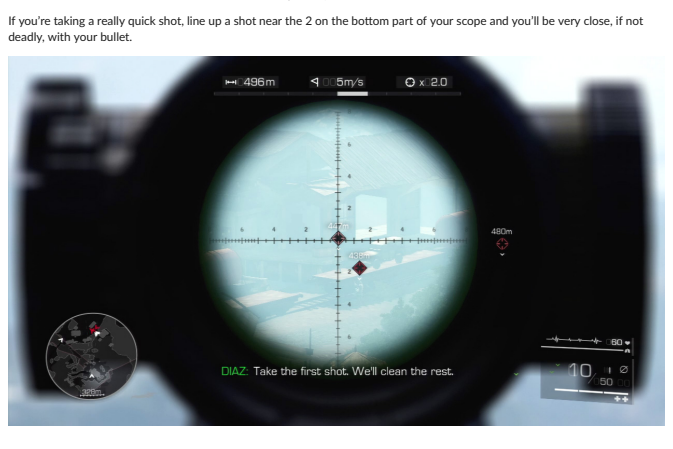
Expert Mode

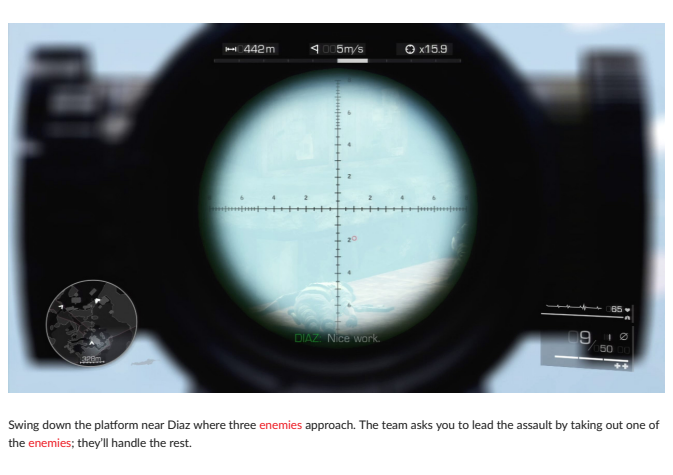


- Distance: Approximately 490 meters
- Wind: 5 meters/second (blowing right)
- Magnification: 15.9x

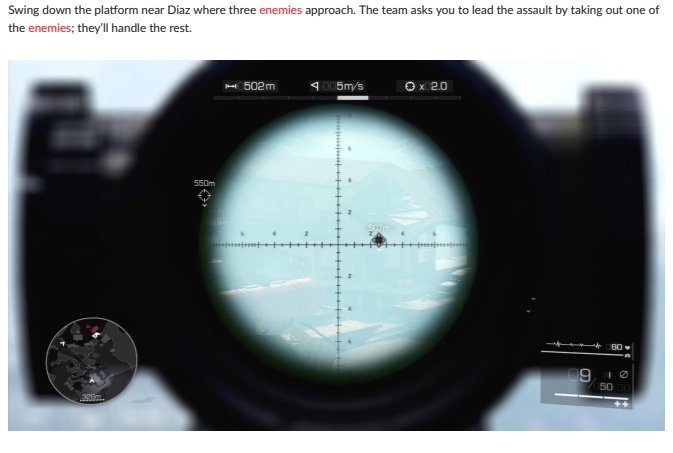
As promised, longer shots will slide out on your scope. This shot against the enemy sniper in the far building drops the bullet down to the fourth reticle line on the vertical axis and just beyond the second reticle line on the horizontal axis.

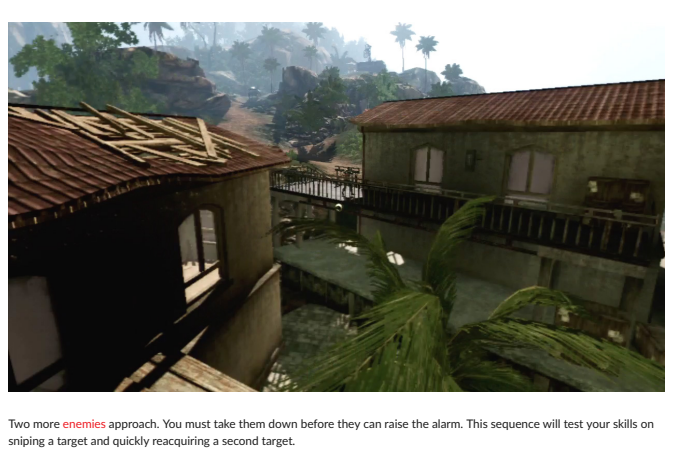
If you're taking a really quick shot, line up a shot near the 2 on the bottom part of your scope and you'll be very close, if not deadly, with your bullet.



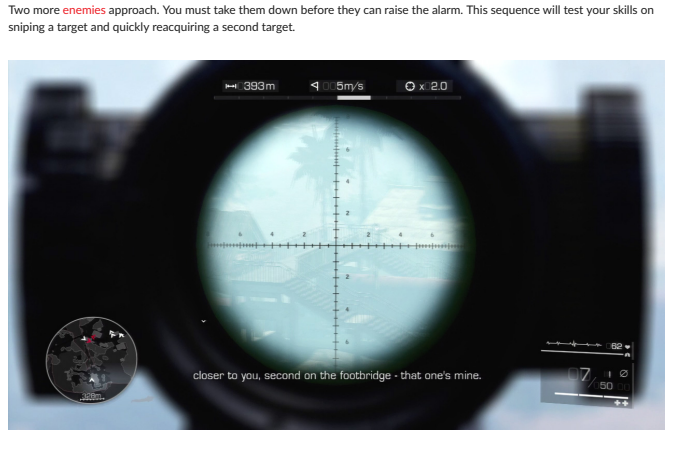


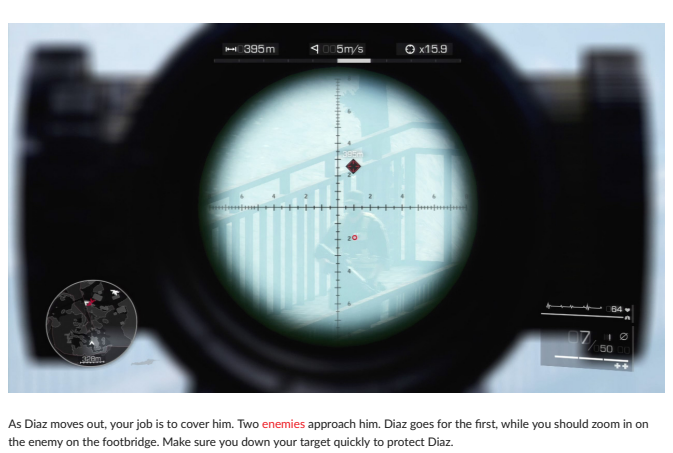
Swing down the platform near Diaz where three enemies approach. The team asks you to lead the assault by taking out one of the enemies; they'll handle the rest.



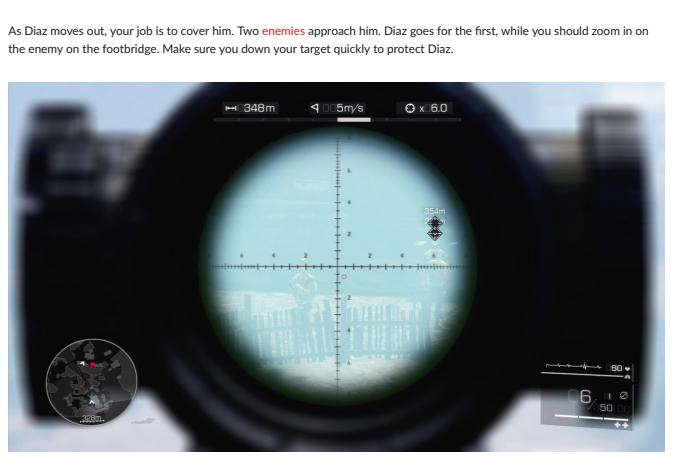


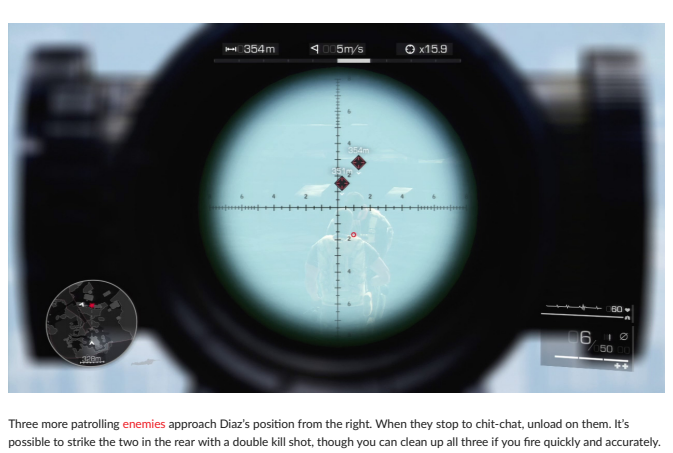
Two more enemies approach. You must take them down before they can raise the alarm. This sequence will test your skills on sniping a target and quickly reacquiring a second target.



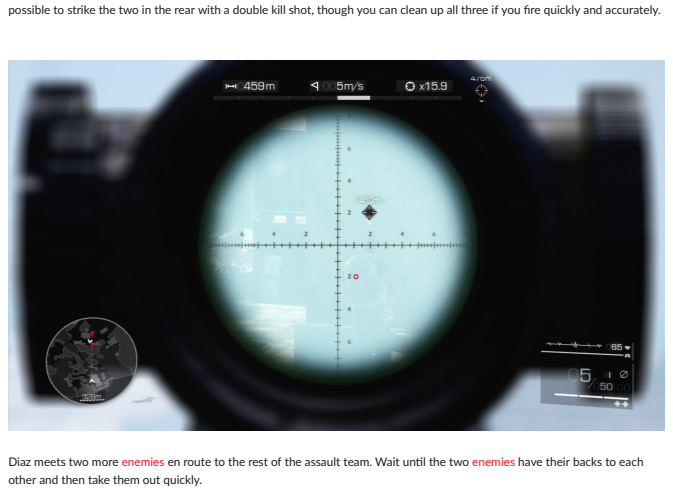


As Diaz moves out, your job is to cover him. Two enemies approach him. Diaz goes for the first, while you should zoom in on the enemy on the footbridge. Make sure you down your target quickly to protect Diaz.

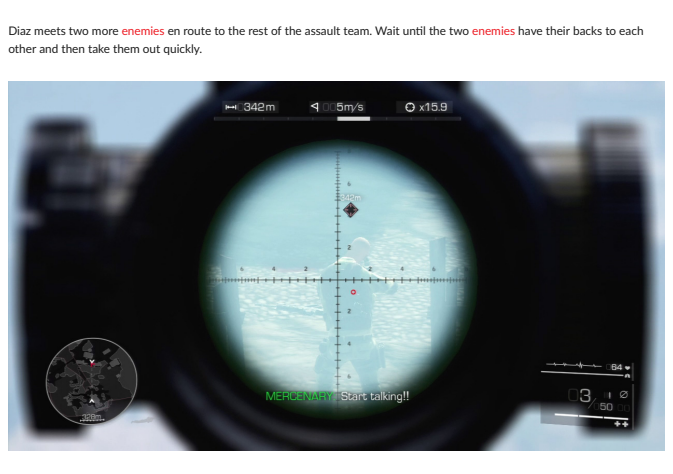


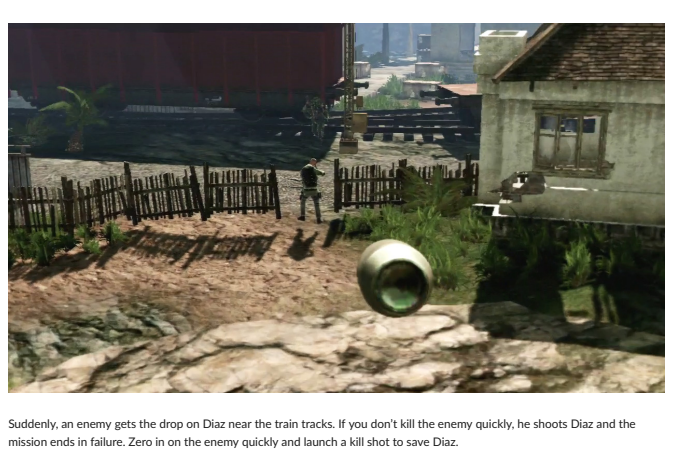


Three more patrolling enemies approach Diaz's position from the right. When they stop to chit-chat, unload on them. It's possible to strike the two in the rear with a double kill shot, though you can clean up all three if you fire quickly and accurately.

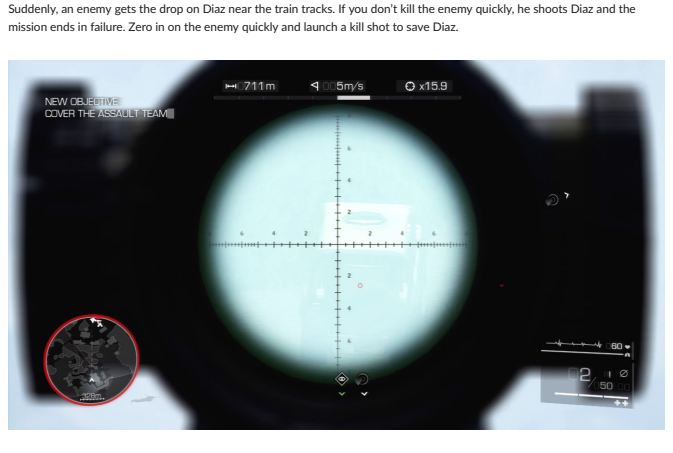


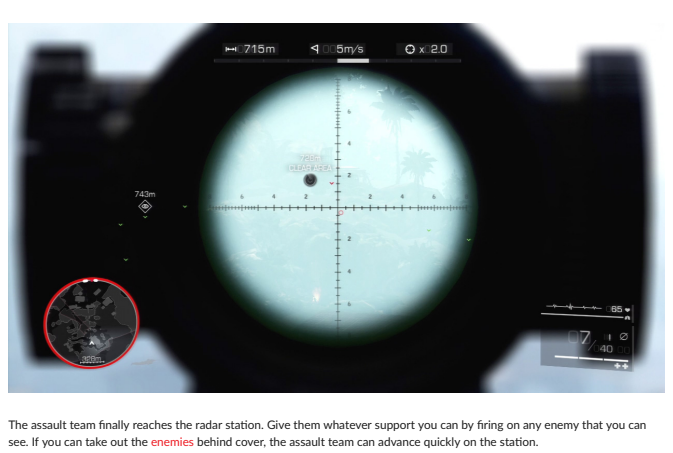
Diaz meets two more enemies en route to the rest of the assault team. Wait until the two enemies have their backs to each other and then take them out quickly.





Suddenly, an enemy gets the drop on Diaz near the train tracks. If you don't kill the enemy quickly, he shoots Diaz and the mission ends in failure. Zero in on the enemy quickly and launch a kill shot to save Diaz.





The assault team finally reaches the radio station. Give them whatever support you can by firing on any enemy that you can see. If you can take out the enemies behind cover, the assault team can advance quickly on the station.

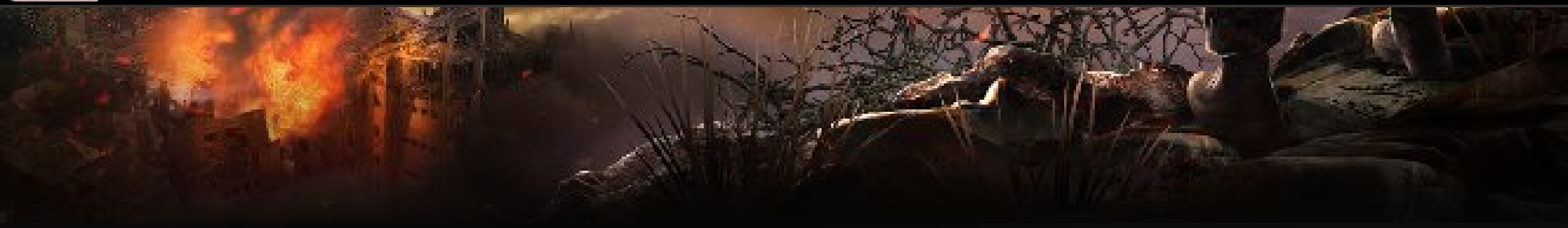
When the last enemy falls, the team can breach the station and upload their computer virus that takes down the whole system. In the process, the team overhears that Kalalo's men have captured an American spy. Your next mission just got more complicated.

Achievement Unlock: Balls of Steel

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

To earn the "Balls of Steel" achievement, you must complete any single-player mission without using medkits, but take some damage.

You might not pull this off on your first mission, but once you get good enough at stealthy movement and kills, you will earn this reward after a near-flawless performance.



Mission 2: From Out of Nowhere

2.1 Overview

Click here for interactive map

Mission Overview

You still track the bio-weapon. However, there's been a complication. The C.I.A. recently inserted a small counterterrorist group in that area that went missing. Based on the communications you intercepted at the radio station, Kalalo's men have the last remaining member of the team. You must detour and rescue him before his time runs out. If you want to earn two achievements during the mission, kill 25 enemies with night vision on ("Fisher King"), take a successful shot from over 1 kilometer while guarding the assault team in the villa ("Worlds Apart"), pick off 20 enemies from over 600 meters ("Distance Matters Not"), and rescue the counterterrorist friendly ("Guardian Angel").

Objectives

- Reach the overwatch through the caves.
- Locate the captured friendly.
- Cover the assault team.
- Eliminate the enemy holding the hostage.
- Reach the southern side of the resort through the caves.
- Reach the overwatch on the villa terrace.
- Eliminate enemies on the road.
- Choose the overwatch.
- Eliminate enemies in the complex.
- Reach the observatory building undetected.
- Distract the enemies.
- Reach the observatory building undetected.
- Reach the overwatch in the old observatory.
- Wait for both parties to arrive at the transaction.
- Eliminate the enemies on the yacht undetected.
- Eliminate the enemies on the beach.
- Shoot the breaker box.
- Eliminate the enemies by the pool.
- Cover the assault team.

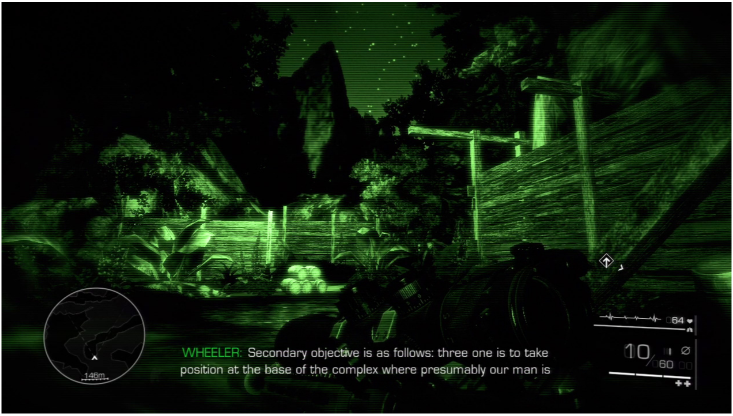
Mission 2: From Out of Nowhere

2.2 Waypoints 1-7

Video is restricted

"

Waypoint 1



WHEELER: Secondary objective is as follows: three one is to take position at the base of the complex where presumably our man is

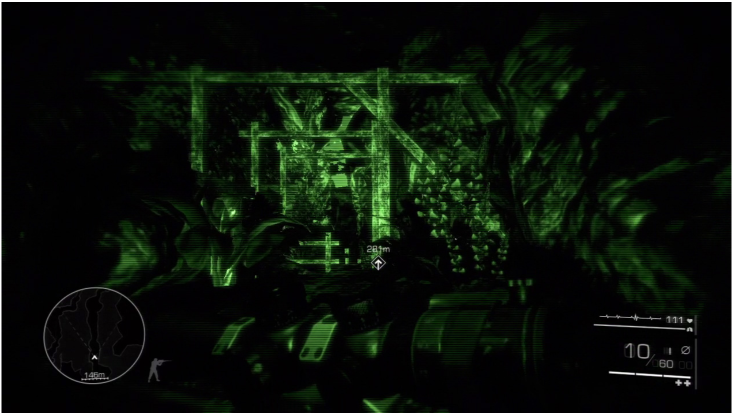
146m
64
10
60

At the start of this mission you split off from the main task force in search of the optimal overwatch point for the rescue operation. As the main team moves on the villa that holds the hostage, you must slip through a cave system undetected to reach the overwatch. For this first stretch near the beach, there are no enemies; you can book it until you see the first enemy appear on your minimap.

Tip

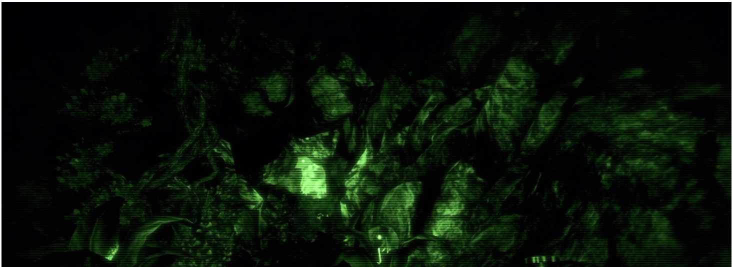
As this is primarily an outdoor, nighttime mission, keep your Night Vision Goggles on for the majority of the mission.

First Contact: Night Vision Goggles

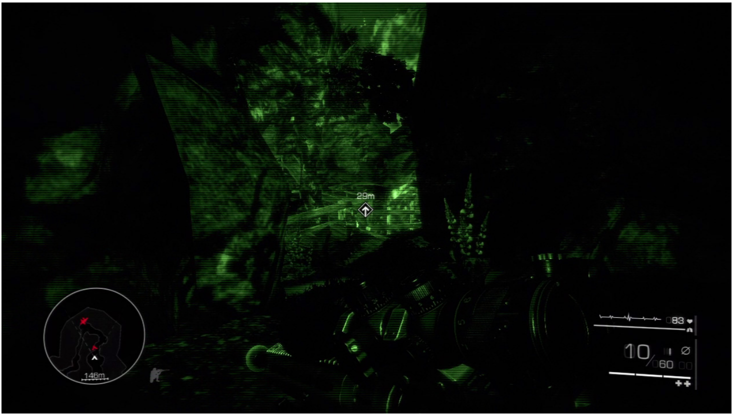

281m
146m
111
10
60

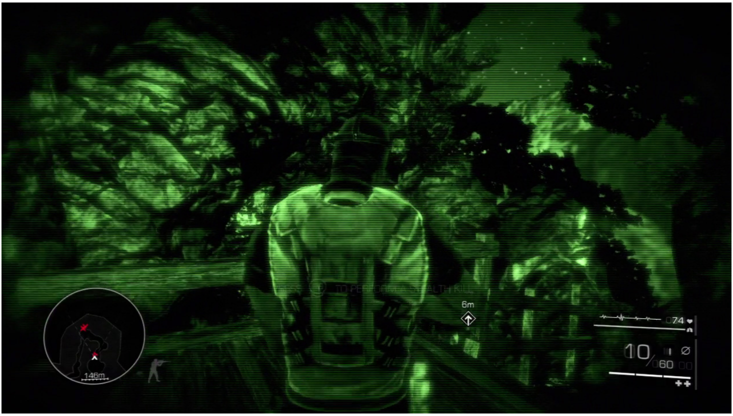
When the world is pitch black, switch to night vision to see. It might now be a world of light greens and whites, but you'll have a huge advantage over enemies not wearing Night Vision Goggles. If you want to scout out targets and dodge enemies easily on night missions, wearing the Night Vision Goggles is a must; however, don't look directly into bright lights or you could become momentarily blinded. It's also a good idea to remove them when you enter well-lit indoor areas.

Waypoint 2

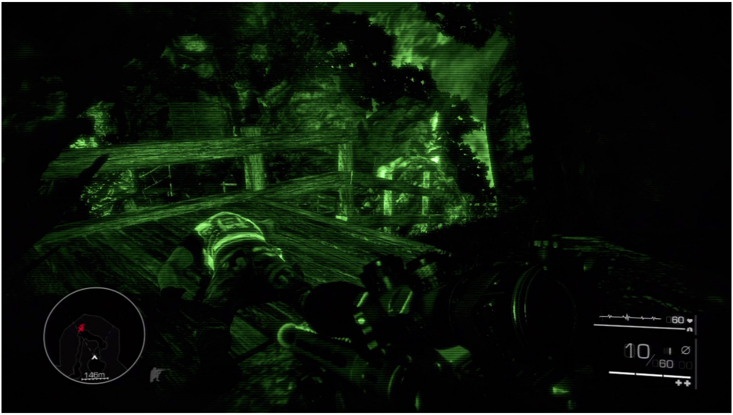


78m
146m
83
10
60

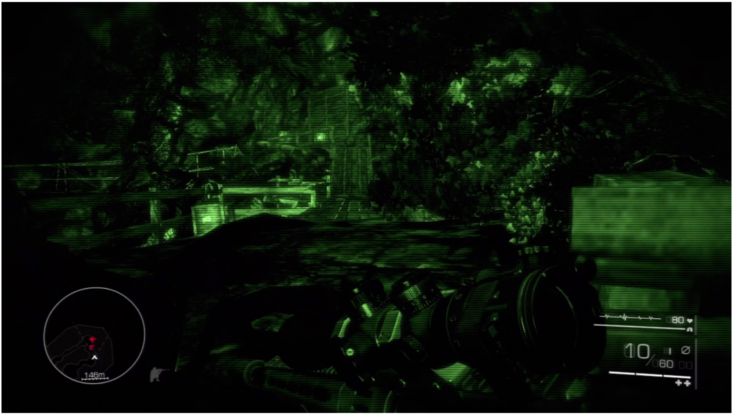

29m
146m
83
10
60


6m
146m
74
10
60

The jungle opens up near the first enemy outpost. Look for a lone enemy at the top of the wooden ramp. He's on the walkie-talkie when you arrive and won't hear you unless you make a lot of noise during the approach. Sneak up behind him and take him out with a stealth kill.

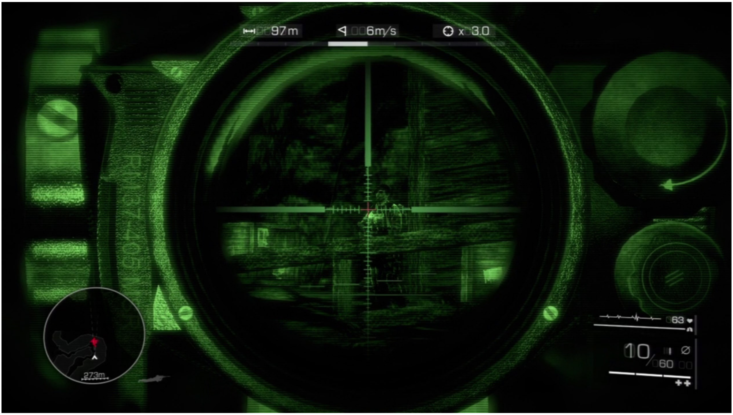


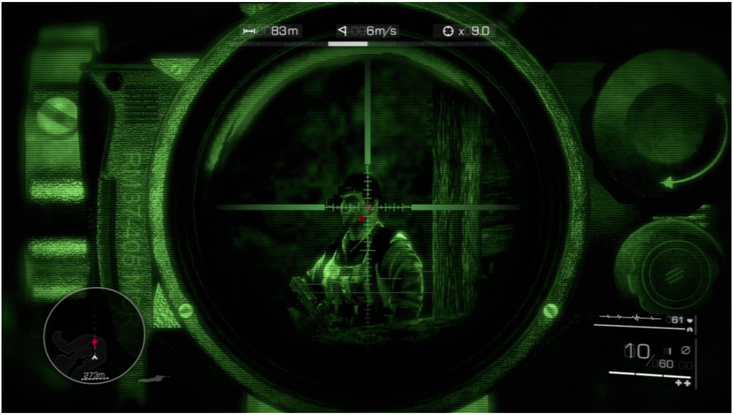
146m
60
10
60



146m
80
10
60

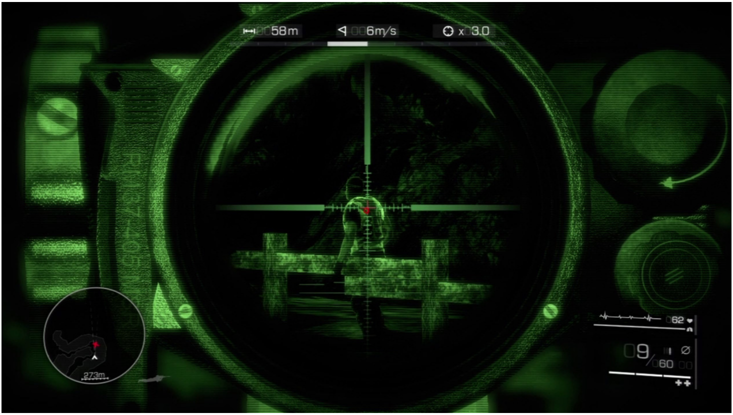
Slink down the ramp in a crouch and focus your attention on three enemies guarding the outpost near the bridge. One guard walks toward you on the ramp, but he stops midway down and turns around to patrol the outpost's upper section. Drop prone when you can see all three enemies and can easily line up shots.


97m
6m/s
x 3.0
63
10
60
273m


83m
6m/s
x 9.0
61
10
60
273m

Wait for the first guard to patrol the upper section. He pauses to gaze out over the bridge. When he does, zoom in and take him out with a headshot. The two guards below won't notice a thing if you snipe him at this strategic spot.

Special Shot: Double Kill


58m
6m/s
x 3.0
273m
62
09
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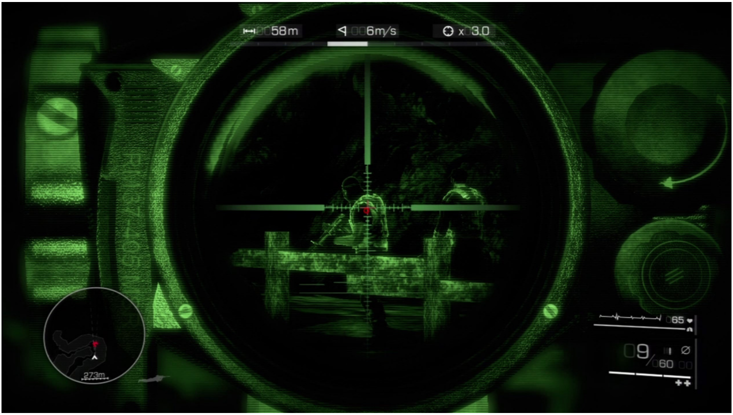
58m
6m/s
x 3.0
273m
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09
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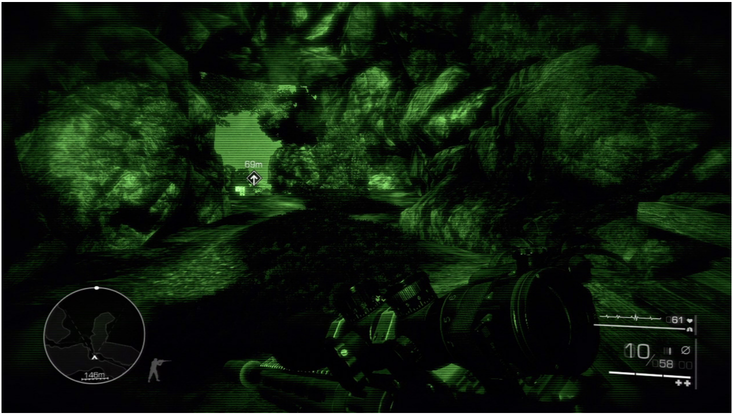
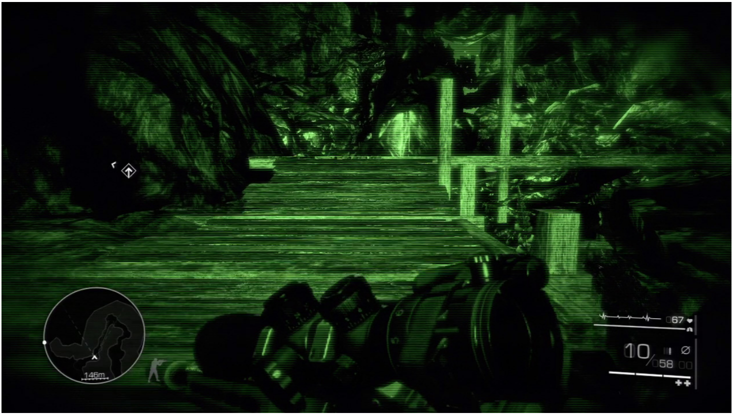
You can bring down the final two enemies at the outpost near the bridge with a single shot. One enemy stands stationary; the other paces back and forth. Line up your shot on the center of the stationary guard's torso and wait for the second guard to come into view. Hold your breath to slow down time and squeeze the trigger as he passes behind the stationary guard.

Act 1: Secret 5


69m
146m
61
10
58

The fifth secret lies hidden before the overwatch. When you see the overwatch in the distance, stop and look to your right. You'll see a ramp leading up to a platform. Walk up the ramp and you'll find the statue standing on the small case concealed behind the large rock.


146m
67
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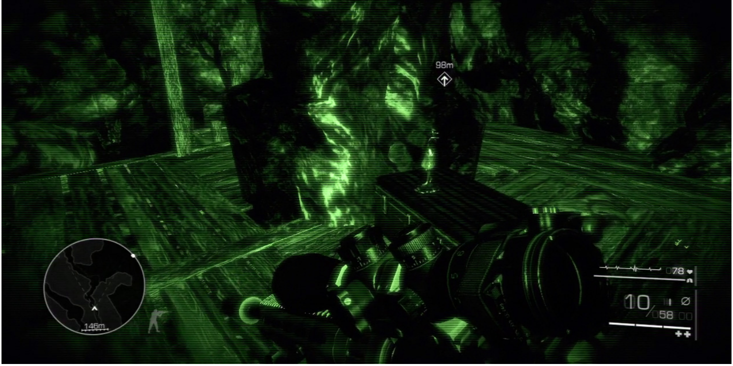
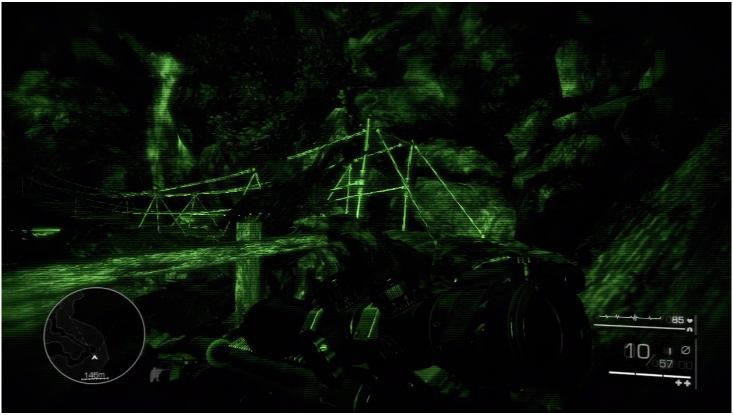

98m
146m
78
10
58

Waypoint 3


146m
85
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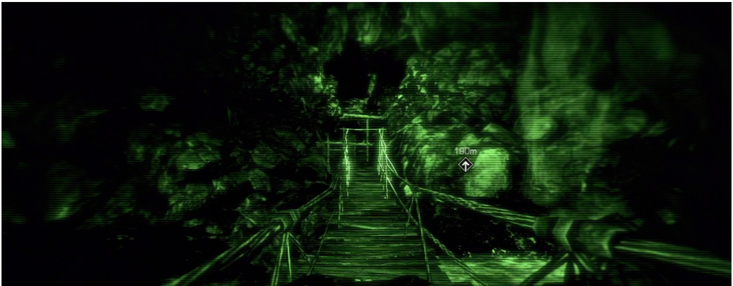
57



146m
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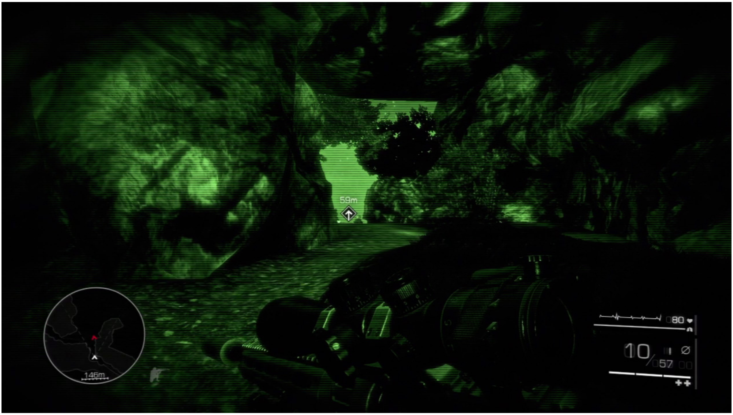
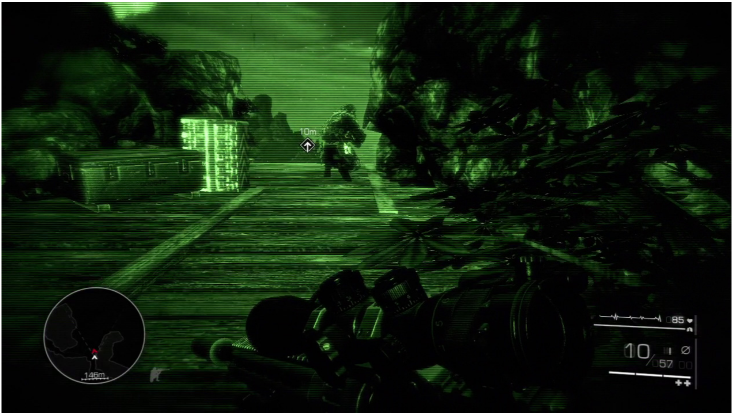
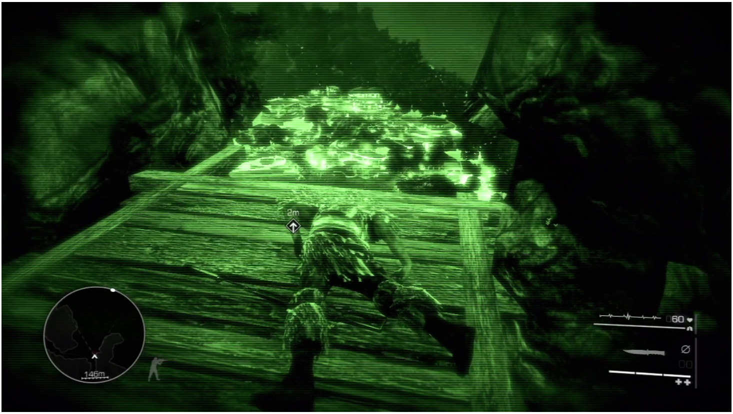

59m
146m
80
10
57

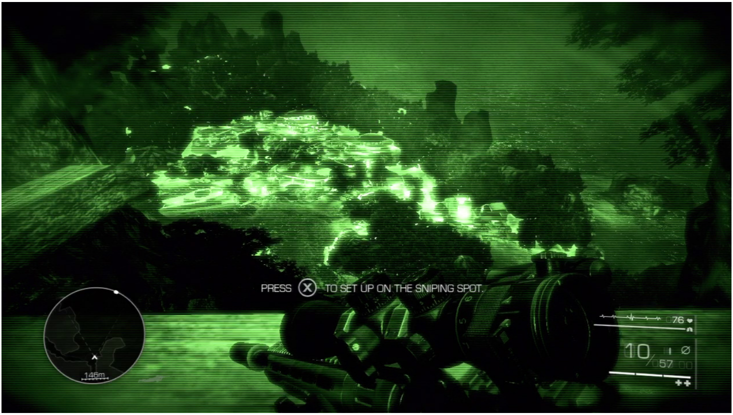
Spring away from the outpost and over the footbridge. Pass the waterfall and continue up the hill. As you near the top where the overwatch is located, slow down and crouch. An enemy sniper currently holds down the overwatch.


10m
146m
85
10
57



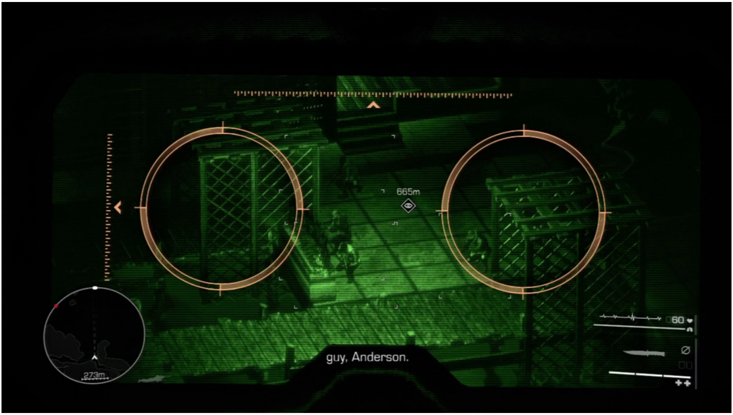
The enemy sniper is the only adversary in earshot. Feel free to line up a medium-range shot on his back, or sneak up behind him and eliminate him with a stealth kill.

Waypoint 4


PRESS ⓧ TO SET UP ON THE SNIPING SPOT.

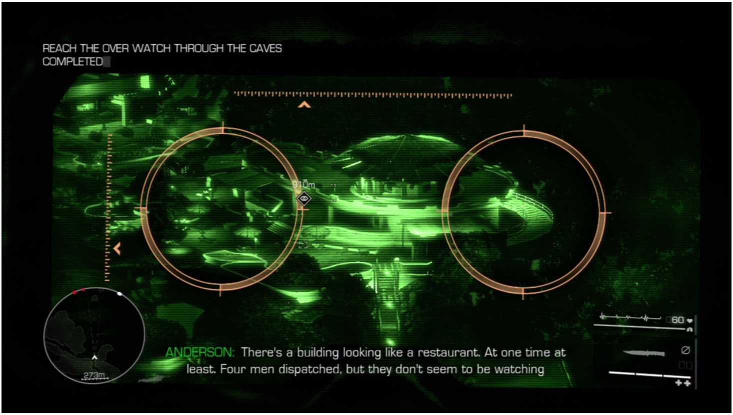
146m
76
10
57

After you dispatch the enemy sniper set up your sniper spot on the edge of the overwatch platform. You want to make sure your field of vision can scan the entire villa below.


665m
273m
60

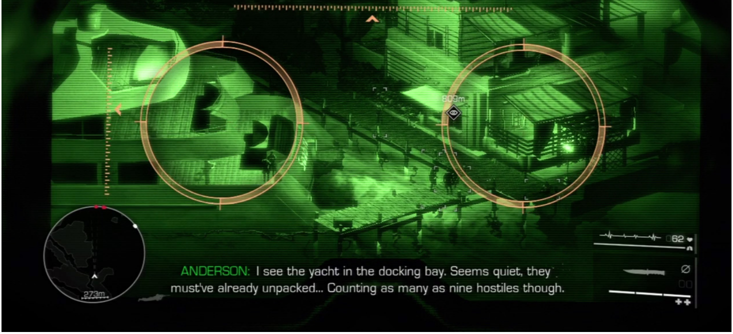
guy, Anderson.

Look for your team to the bottom right of your field of vision. It’s important to follow them as they proceed through the complex, especially once they split into two task forces. Scan around the team anytime you don’t have an active target.

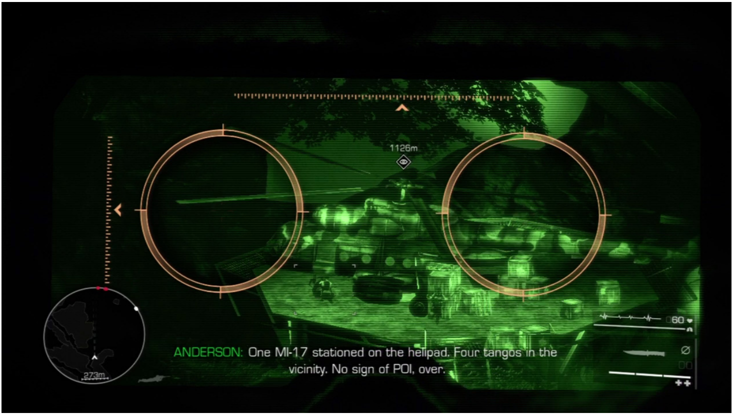

910m
273m
60

REACH THE OVER WATCH THROUGH THE CAVES
COMPLETED

ANDERSON: There's a building looking like a restaurant. At one time at least. Four men dispatched, but they don't seem to be watching

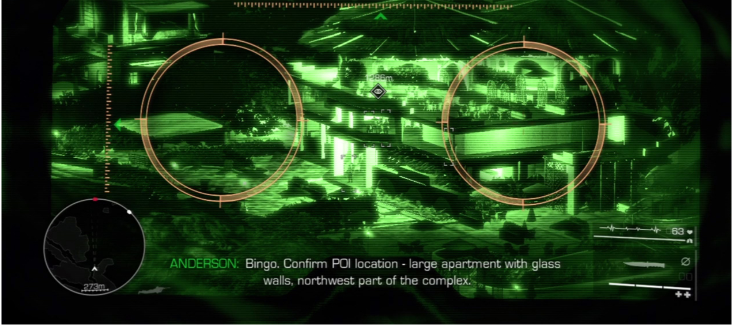

809m
62
273m

ANDERSON: I see the yacht in the docking bay. Seems quiet, they must've already unpacked... Counting as many as nine hostiles though.

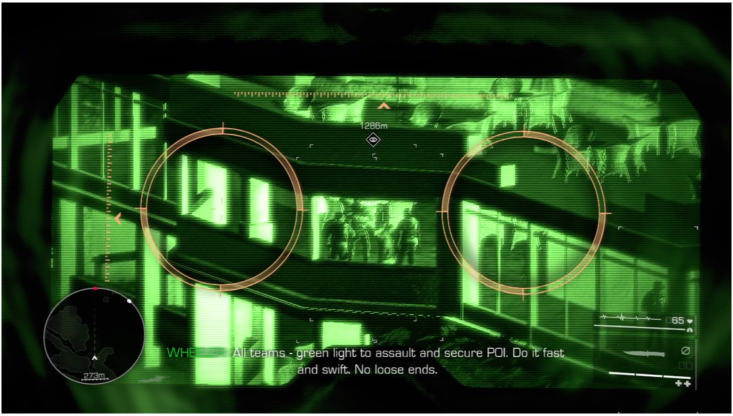

1126m
60
273m

ANDERSON: One MI-17 stationed on the helipad. Four tangos in the vicinity. No sign of POI, over.

You have to monitor several buildings within the villa. To the north of the entrance point lies the restaurant with four enemies patrolling its perimeter. The yacht sits in the docks to the southwest; nine tangos swarm the area. The helipad can be found north of the yacht; four enemies guard the chopper on the pad. You will engage many of these enemies as the task force penetrates into the villa.

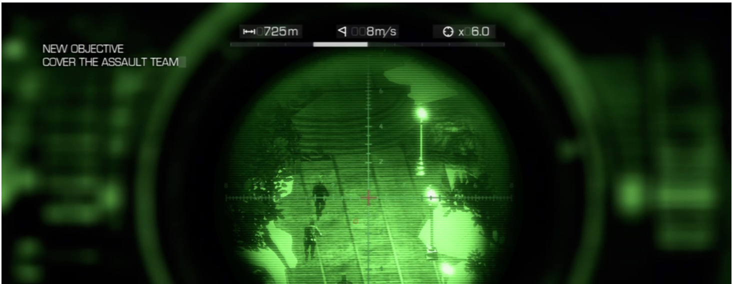

ANDERSON: Bingo. Confirm POI location - large apartment with glass walls, northwest part of the complex.

1286m
63
273m


WHEELER: All teams - green light to assault and secure POI. Do it fast and swift. No loose ends.

1286m
65
273m

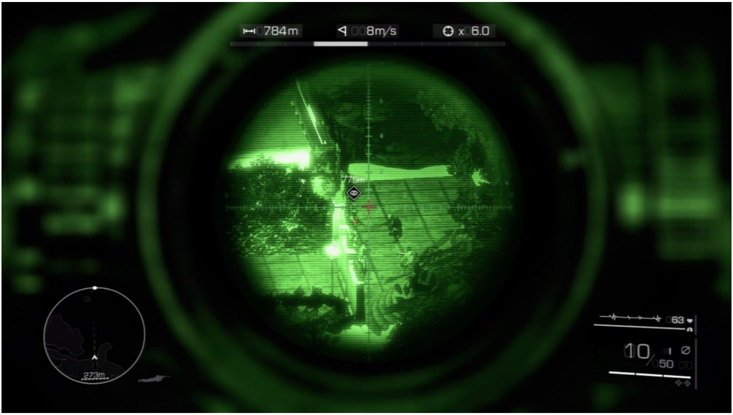
The large glass apartment building to the northwest holds the hostage. As the rescue attempt begins, he is being worked over by Kalalo's men and doesn't have much time left.

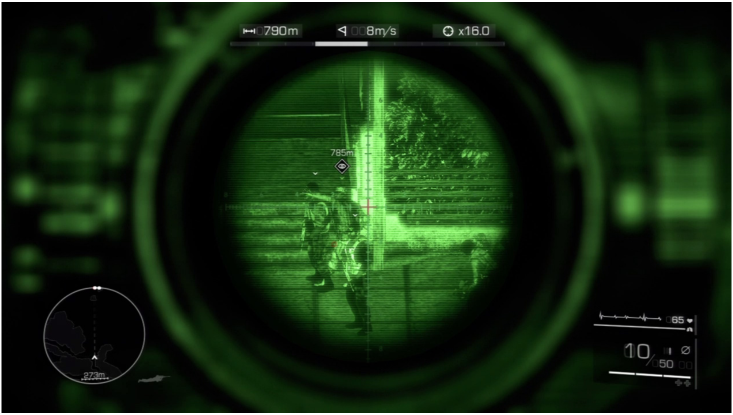

NEW OBJECTIVE
COVER THE ASSAULT TEAM

725m
8m/s
x6.0

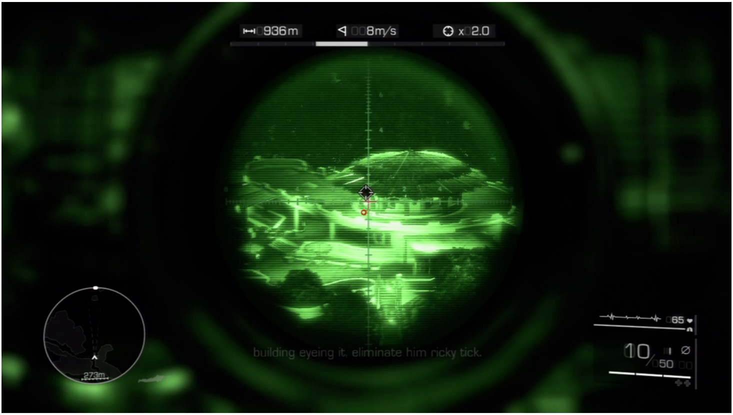
DIAZ: Keller, we can cover more ground and better conceal movement if we split into two teams.

669m
273m
63
10/50

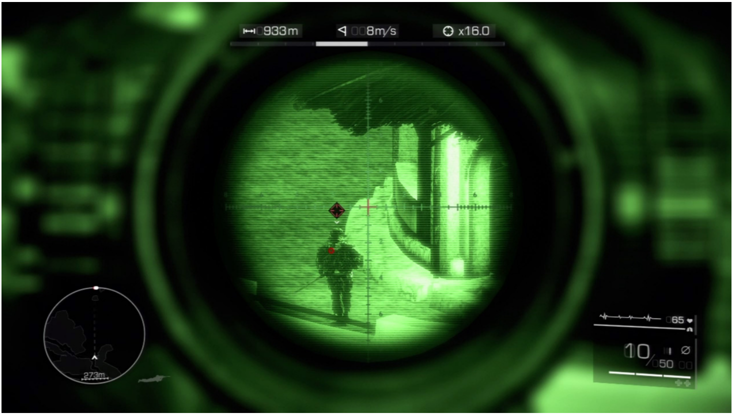

784m
8m/s
x 6.0
770m
273m
63
10/50


790m
8m/s
x16.0
785m
273m
65
10/50

The team assaults the main villa entrance first. Two enemies patrol the path near the hedges, and as tempting as it is to take shots at them, the team opts to remove them quietly. Hold your trigger finger and watch through your scope as two of the team sneak up behind the guards and perform stealth kills.

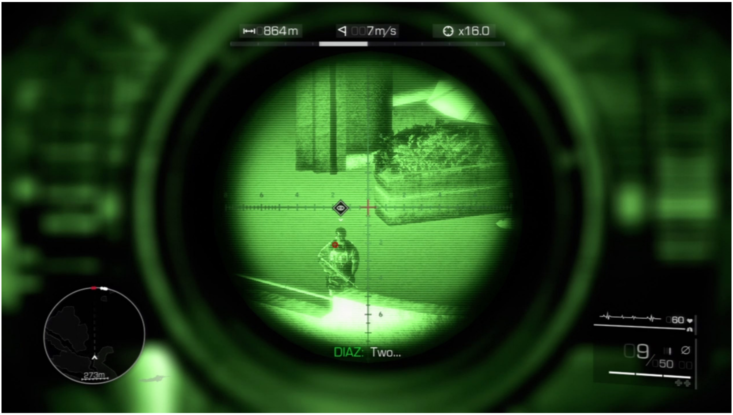

936m
8m/s
x 2.0
273m
65
10
50

building eyeing it, eliminate him ricky tick.


933m
8m/s
x16.0
273m
65
10
50

To proceed up the long staircase, you must eliminate an enemy sniper on the restaurant's top floor. Zoom in at 16x magnification and pick off the sniper so that the team can ascend the stairs.

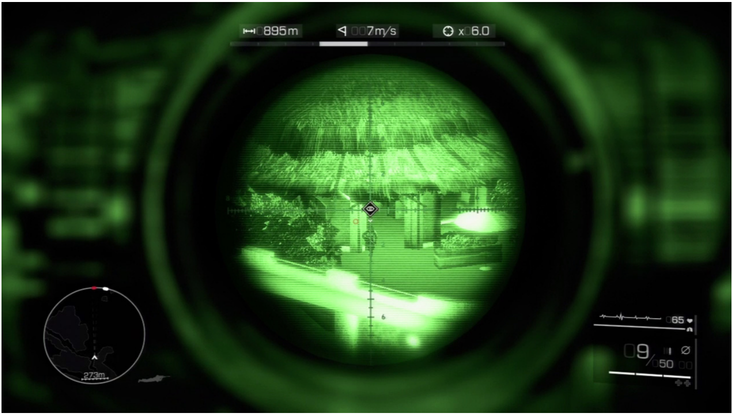
Expert Mode

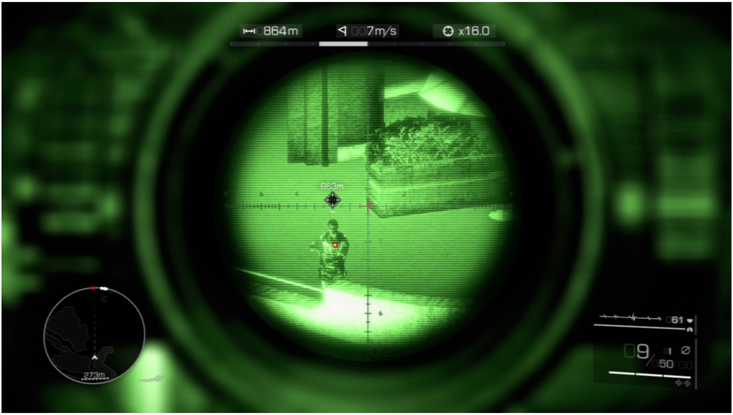

864m
007m/s
x16.0
60
09
50
273m

DIAZ: Two...

- Distance: Approximately 865 meters
- Wind: 7 meters/second (blowing left)
- Magnification: 16x

With the wind gusting at 7 meters per second and a very long shot at more than 860 meters, anticipate your bullet to slide down and to the left. For the mid-range shots in the villa, you can generally line up your shot on the 2's (the 2 reticle line to the left of the bull's-eye and the 2 reticle line below the bull's-eye) and expect a hit.

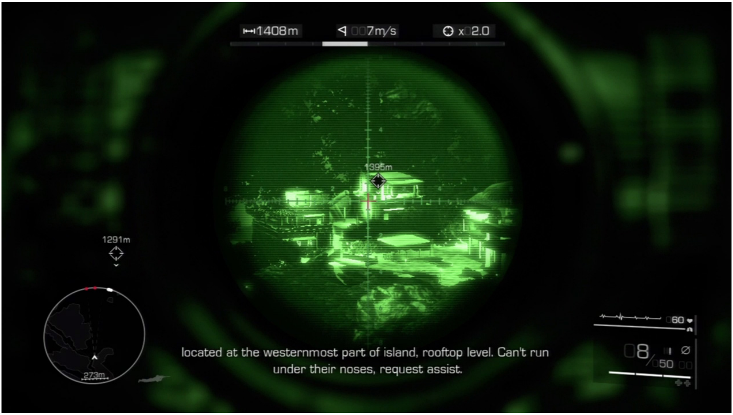

895m
007m/s
x16.0
65
09
50
273m


864m
7m/s
x16.0
863m
61
09
50
273m

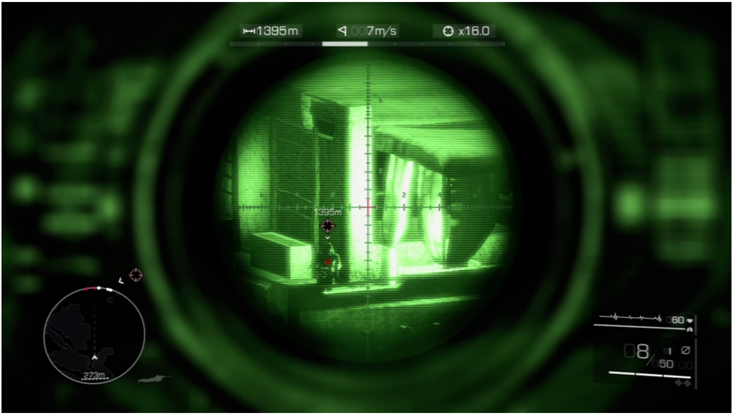
Now slide down to the southwest and get a fix on Diaz's team's location. There are two enemies at the building ahead, one on the terrace, and one below. Diaz can take out the lower enemy, but he needs you to blast the one on the terrace. Follow the enemy has he moves to the right along the terrace and, on the count of three, nail him.

Note

The simultaneous kill with Diaz is a timed shot. If you don't eliminate your targets at the same time, Diaz will pick up the slack and kill the second target. However, it's an important lesson: You will have to be quick on the trigger in many attacks throughout the villa if you don't want to raise the alarm.

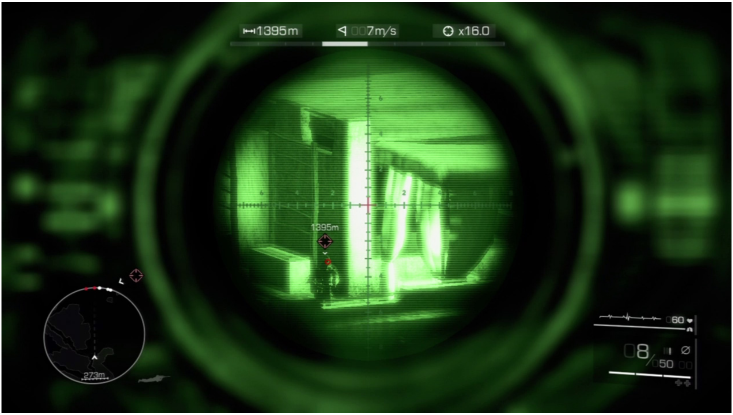

1408m
7m/s
x2.0
1395m
1291m
60
08
50
273m

located at the westernmost part of island, rooftop level. Can't run under their noses, request assist.


1395m
007m/s
x16.0
1395m
273m
060
08
050

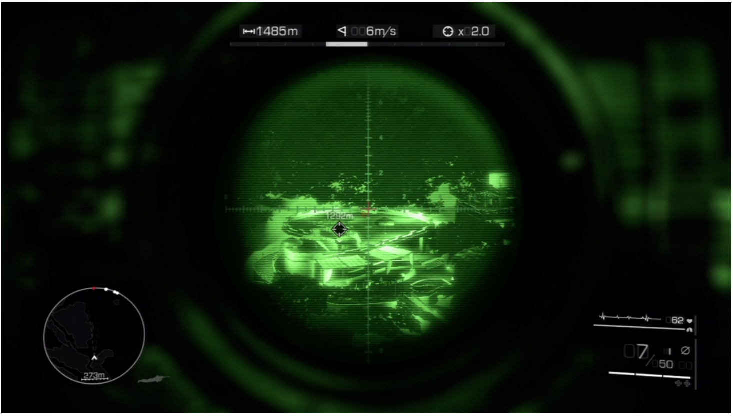
Next, the team directs your attention to two enemy snipers on the western side of the villa. Zoom in on the one in the northern bungalow and silence him before he spots any of the team.

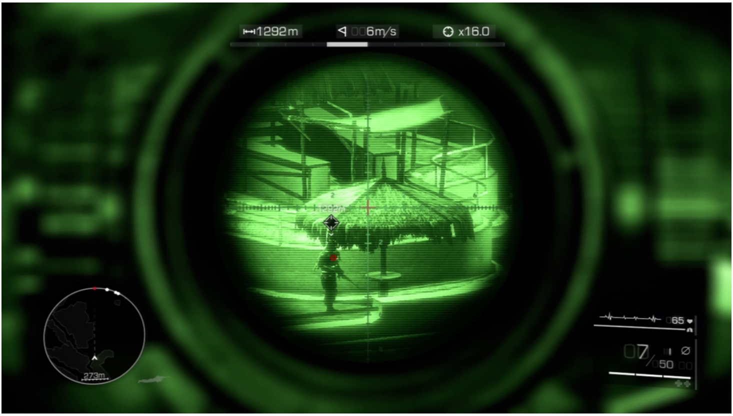
Expert Mode

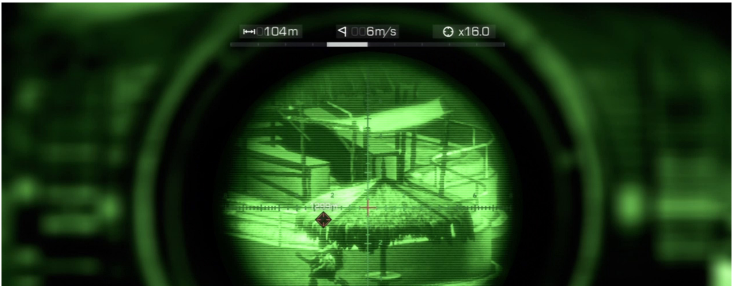

1395m
007m/s
x16.0
1395m
273m
060
08
050

- Distance: Approximately 1,395 meters
- Wind: 7 meters/second (blowing left)
- Magnification: 16x

For the really long shots in the villa, you're shooting way down on your scope. The bullet will fall somewhere left of the 2 on the vertical axis line and near the 3 on the bottom horizontal axis line. Unless you really feel confident, it's best to avoid the headshot and aim for the torso where there's slightly more room for error.


1485m
6m/s
x2.0
1292m
62
07
50
273m


1292m
6m/s
x16.0
1292m
65
07
50
273m


104m
6m/s
x16.0

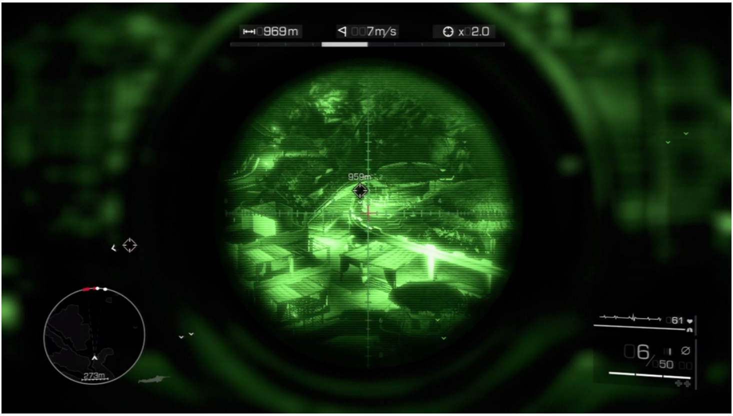
273m
63
06
50

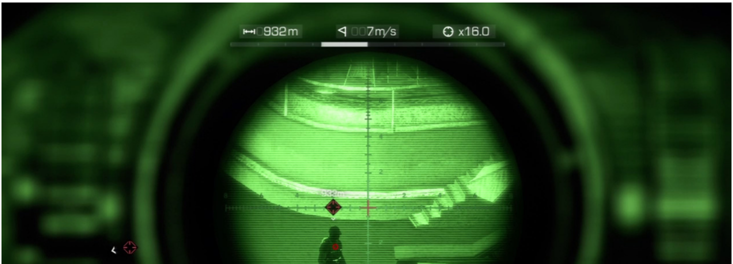
Search for the second sniper on the distant building to the west. As you did with the first sniper, zoom in and line up the perfect shot before pulling the trigger.

Achievement Unlock: Worlds Apart

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

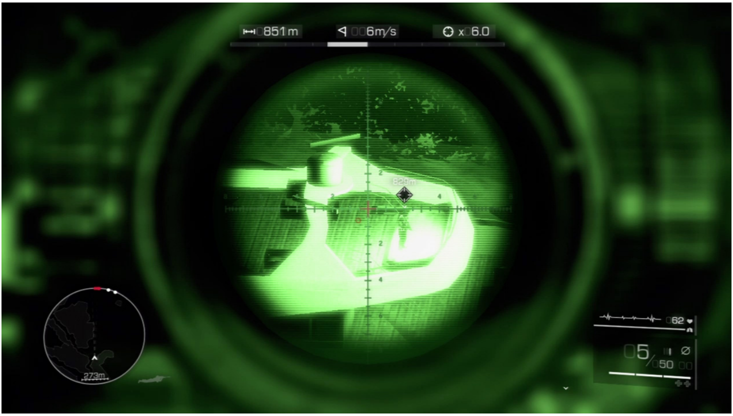
To earn the “Worlds Apart” achievement, you must take a successful shot from a distance of 1 km or greater. You will accomplish this when you nail either of the two enemy snipers on the villa’s western perimeter.

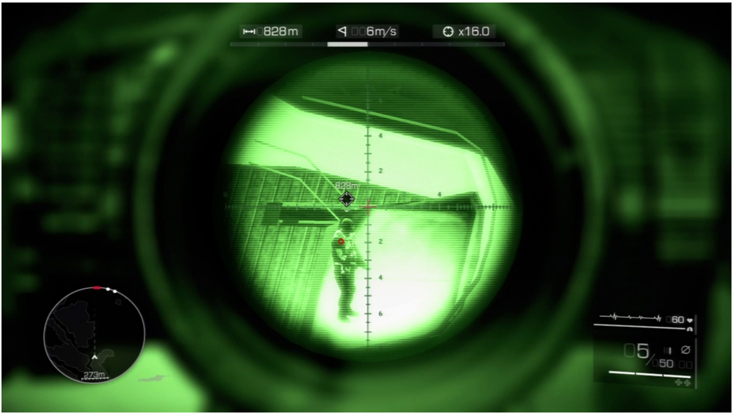

969m
7m/s
x 2.0
959m
273m
61
06
50


932m
7m/s
x16.0

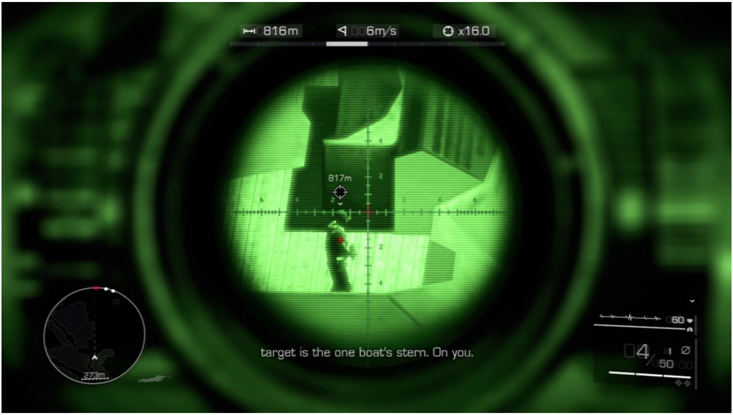
64
06
50
273m

Swing your focus down to the building near the docks. You must eliminate the enemy on the top level who oversees the road. The team can pass until he's dropped.

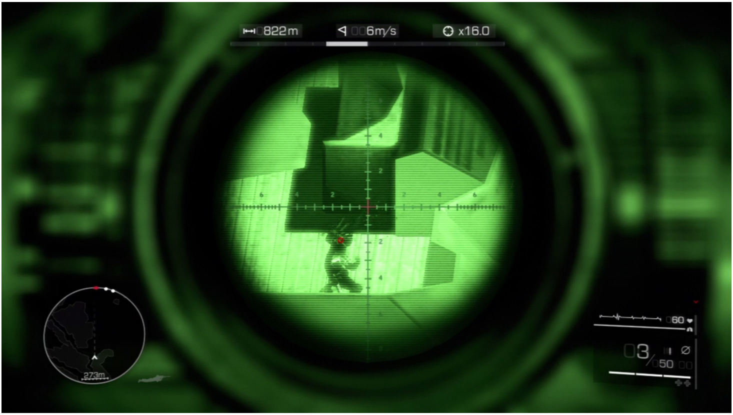

851m
6m/s
x6.0
829m
62
05
50
273m


828m
6m/s
x16.0
828m
60
05
50
273m

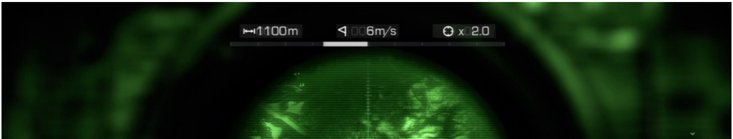
Continue down the docks and remove the enemy atop the yacht. If you pick him off first, none of the other nearby enemies will notice.

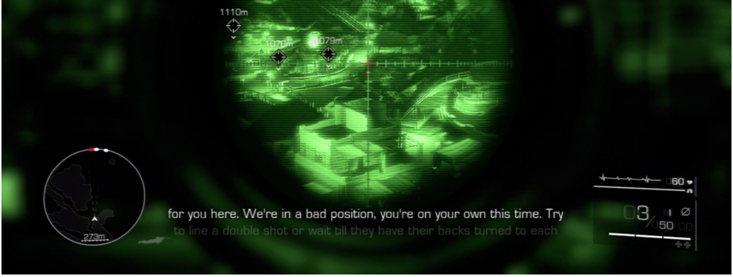

816m
006m/s
x16.0
817m
60
273m
04
50

target is the one boat's stern. On you.

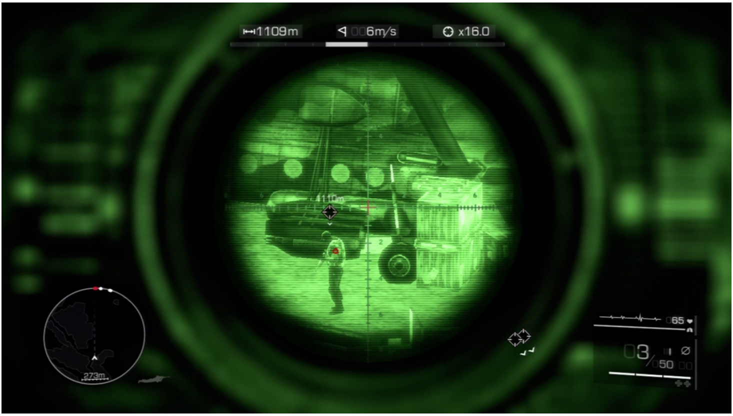

822m
006m/s
x16.0
60
273m
03
50

Slide your reticle down to the yacht's lower level, just below where you picked off the first yacht guard. Snipe this second guard so that the team can pass the docks unnoticed.

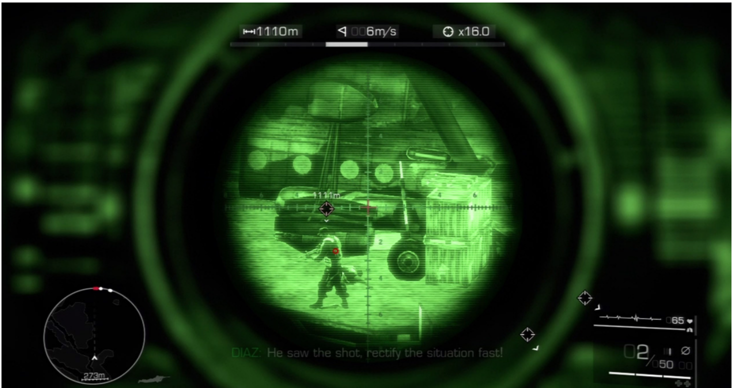

1100m
006m/s
x02.0


1110m
1070m
1079m
60
03
50
273m

for you here. We're in a bad position, you're on your own this time. Try to line a double shot or wait till they have their backs turned to each


1109m
006m/s
x16.0
1110m
65
03
50
273m

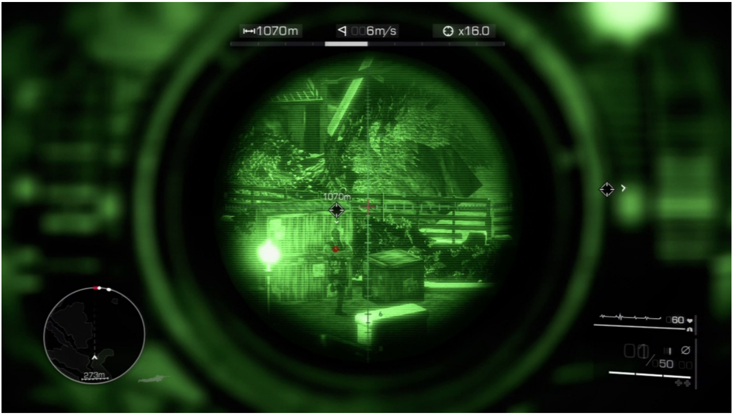
Four enemies guard the helipad. You must remove them in precise order to allow the team to continue. Search for the guard on the top level near the helicopter and punch a neat hole through him.

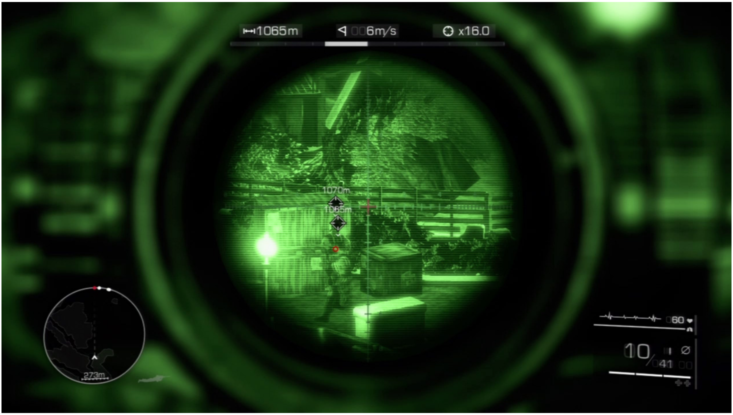

1110m
006m/s
x16.0
1111m
65
02
50
273m

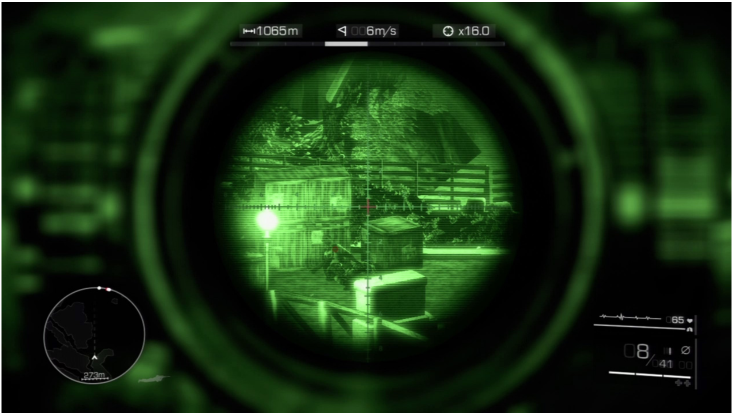
DIAZ: He saw the shot, rectify the situation fast!

The chopper pilot will appear on the scene to investigate the disturbance. Zero in on him when he stands over the dead body.

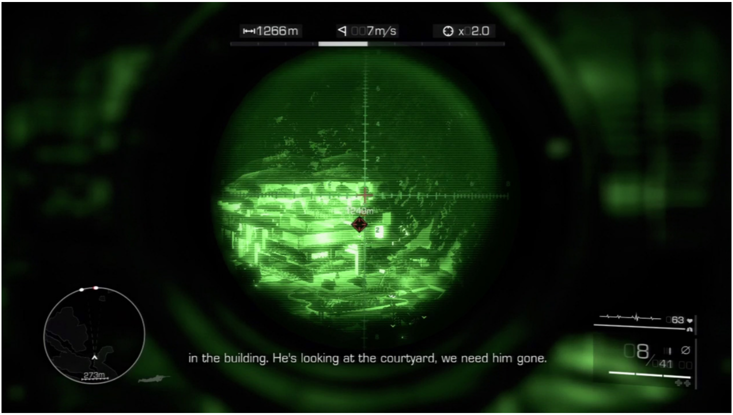
Special Shot: Double Kill


1070m
006m/s
x16.0
1070m
273m
60
00
50

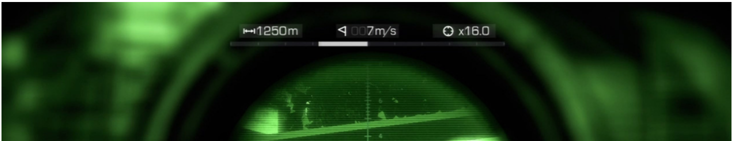

1065m
006m/s
x16.0
1070m
1065m
273m
60
10
41

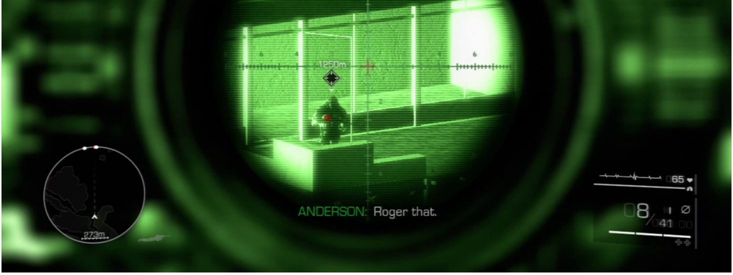

1065m
006m/s
x16.0
273m
065
08
041

The two enemies on the helipad's lower level should not yet be aware of your presence. Sight on the guard leaning back against the crates and wait. The second enemy walks in front of him on patrol. Slow down time by holding your breath and make a double-kill shot to avoid alerting nearby foes.


1266m
007m/s
x2.0
1248m
273m
063
08
041

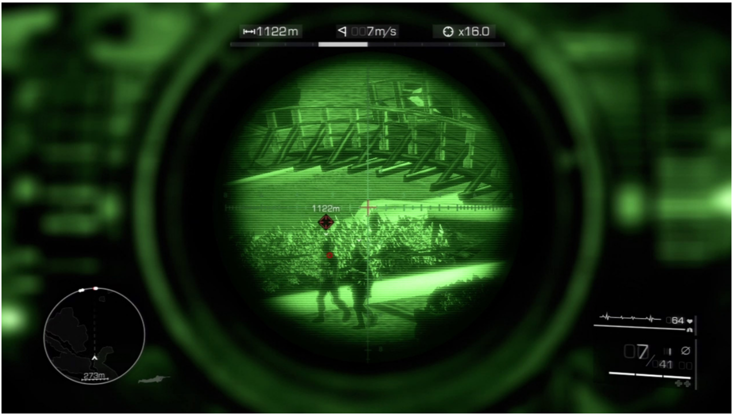
in the building. He's looking at the courtyard, we need him gone.

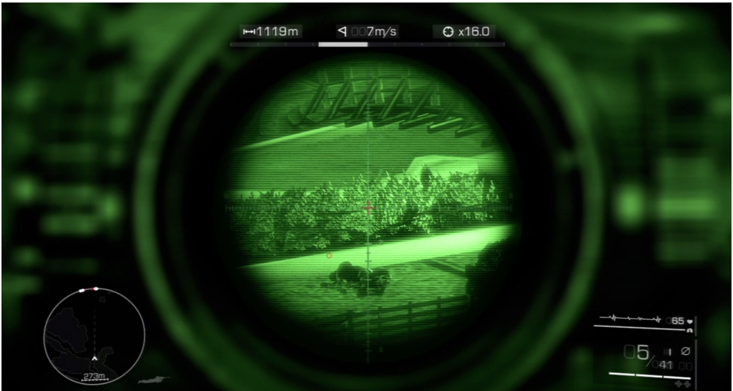

1250m
007m/s
x16.0


1250m
273m
65
08
41

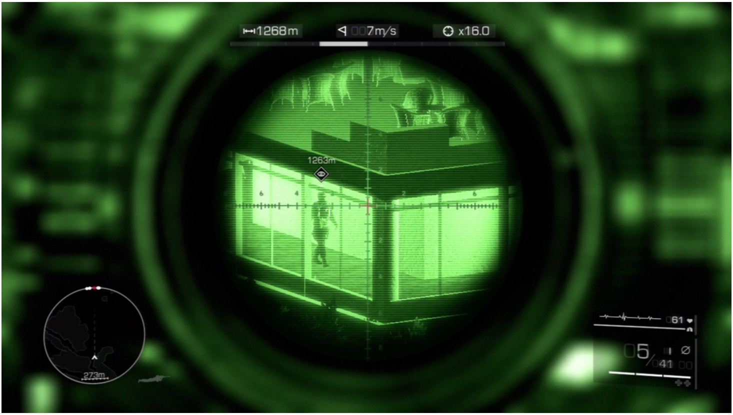
ANDERSON: Roger that.

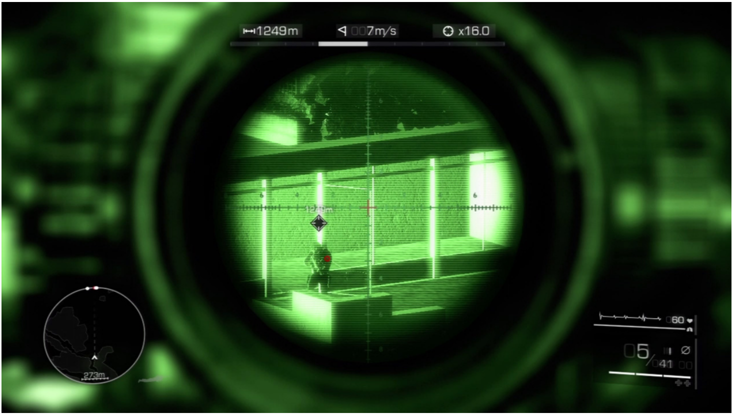
Move up to the final chokepoint. A single enemy looks over the courtyard. For the team to pass, you must remove the enemy without alerting any other enemies.


1122m
007m/s
x16.0
1122m
273m
64
07
41

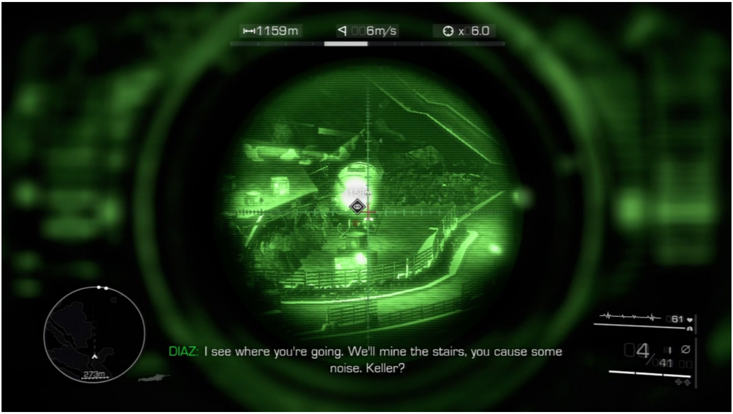

1119m
007m/s
x16.0
273m
65
05
41

Drop your sights down into the courtyard and you'll see two guards talking on patrol. Your job is to take on the one on the left while the team dispatches the second one.

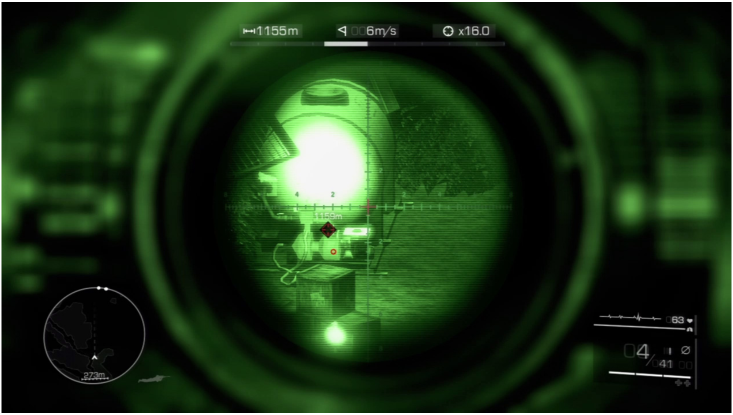

1268m
007m/s
x16.0
1263m
273m
61
05
41


1249m
007m/s
x16.0
1249m
273m
60
05
41

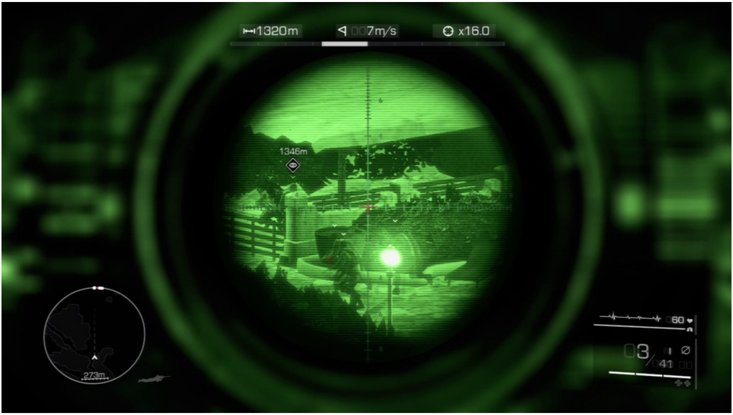
Quickly scan back up to the courtyard building's top floor. Another enemy approaches in the corridor and spots something wrong through the glass windows. He will raise the alarm unless you immediately snipe him as he exits the building.


1159m
6m/s
x 6.0
1159m
273m
61
04
41

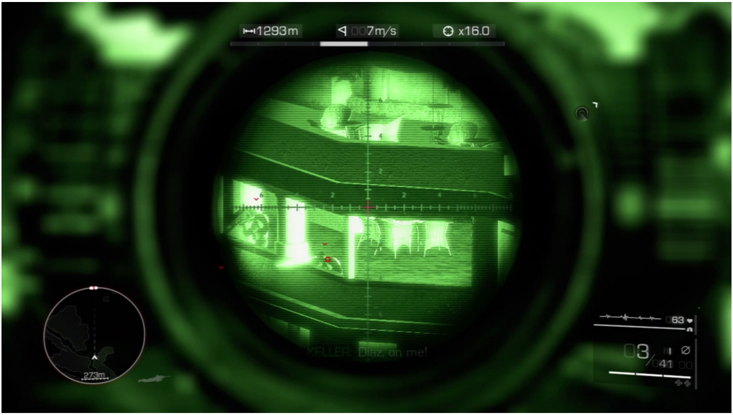
DIAZ: I see where you're going. We'll mine the stairs, you cause some noise. Keller?


1155m
6m/s
x16.0
4
2
1159m
273m
63
04
41

Before the big fight for the hostage begins, you need a little distraction to draw several enemies into a claymore trap devised by the team. Sight on the large fuel tank at the helipad. One well-placed bullet will ignite the tank and cause a very visible explosion.

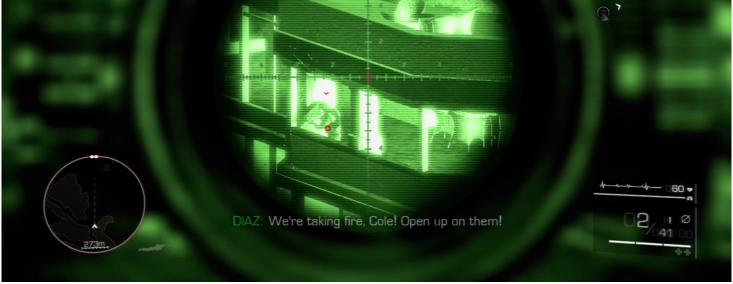

1320m
007m/s
x16.0
1346m
273m
60
03
41

Enemies charge over to investigate the explosion, and the team detonates the claymores to thin the resistance around the apartment building.


1293m
007m/s
x16.0
273m
63
03
41

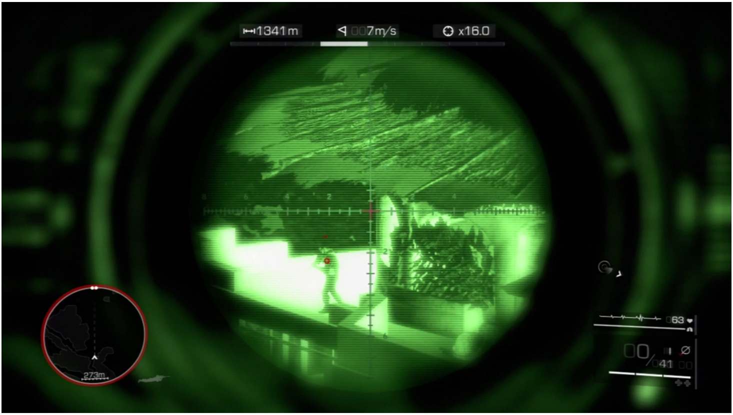
KELLER: Diaz, on me!

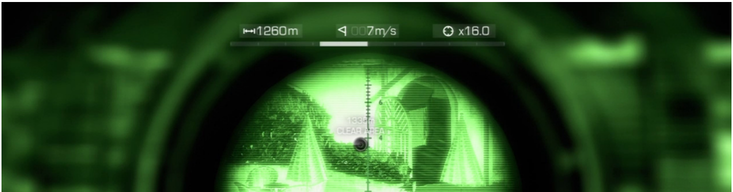
1306m
007m/s
x16.0

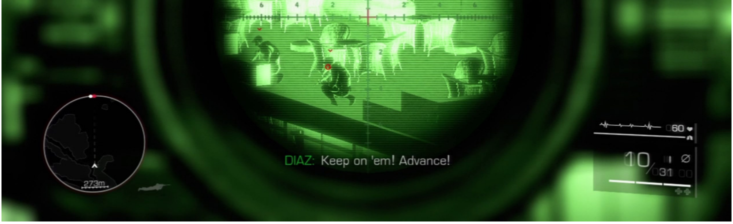

DIAZ: We're taking fire, Cole! Open up on them!

273m
60
02
41

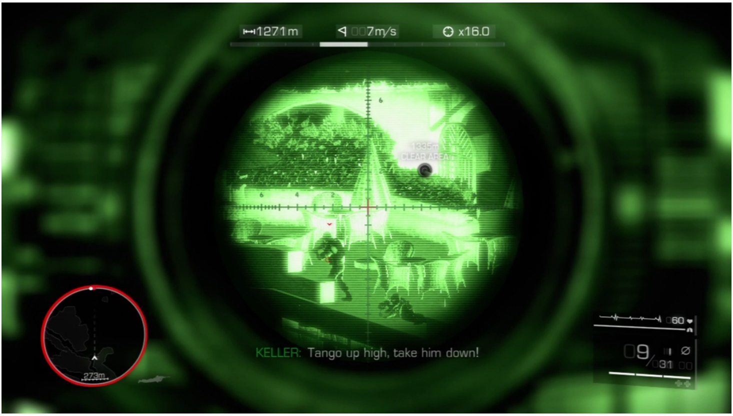
The remaining enemies hear the explosions and open up on the team from the apartment complex. If you wait too long, their assault rifles will destroy the team. Choose a floor and systematically eliminate each enemy as you scan across their cover.


1341m
007m/s
x16.0
273m
63
00
41


1260m
007m/s
x16.0
CLEAR AREA

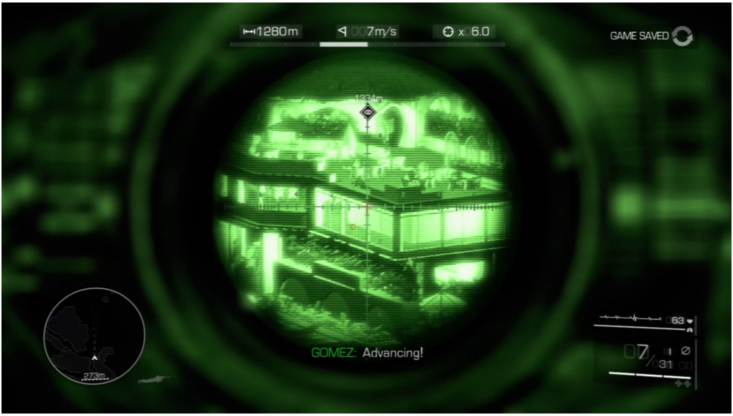

DIAZ: Keep on 'em! Advance!

273m
060
10
031


KELLER: Tango up high, take him down!

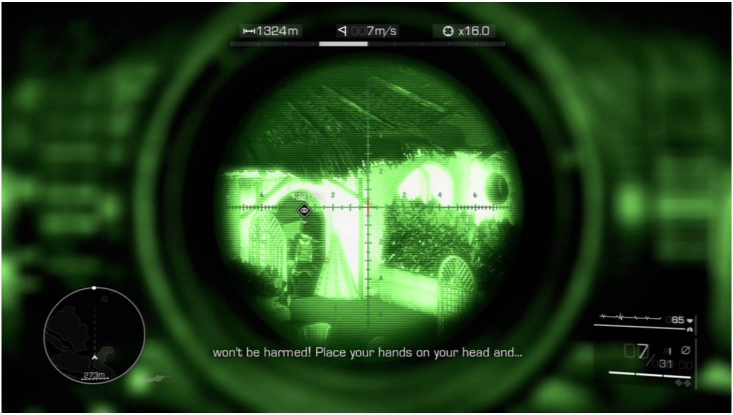
1271m
007m/s
x16.0
1335m
CLEAR AREA
273m
060
09
031

Continue plugging targets until all external enemies are eliminated. The team then advances on the apartment complex and goes after the enemies inside who are holding the hostage.

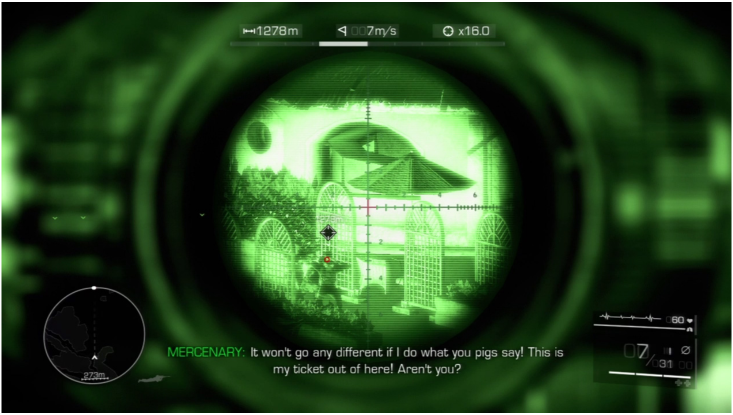

GOMEZ: Advancing!

1280m
007m/s
x06.0
GAME SAVED
1334m
273m
063
07
031

Wait patiently as the team assaults the apartment complex. You can't see the action, but you can hear it over your comm.


1324m
007m/s
x16.0
273m
65
07
31

won't be harmed! Place your hands on your head and...


1278m
007m/s
x16.0
273m
60
07
31

MERCENARY: It won't go any different if I do what you pigs say! This is my ticket out of here! Aren't you?

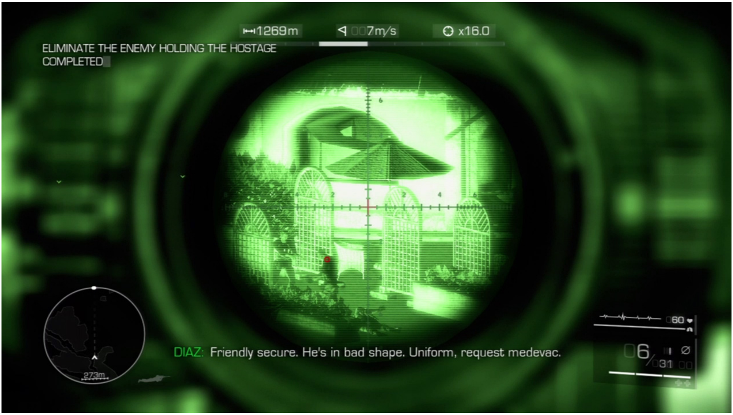
The final bad guy grabs the hostage. With the hostage being used as a human shield, the team can't get at the enemy, but they do manage to force him out onto the exposed terrace. As the team advances on him and the enemy retreats, line up a shot on the enemy's head or back. Be very careful to snipe the enemy without hitting the hostage.

Achievement Unlock: Guardian Angel

- Xbox 360 Gamer Points: 15
- PlayStation Trophy: Bronze

To earn the “Guardian Angel” achievement, rescue the friendly in the apartment complex. You certainly deserve an achievement after killing the terrorist with a precise shot and not hitting the hostage as well.

Video is restricted

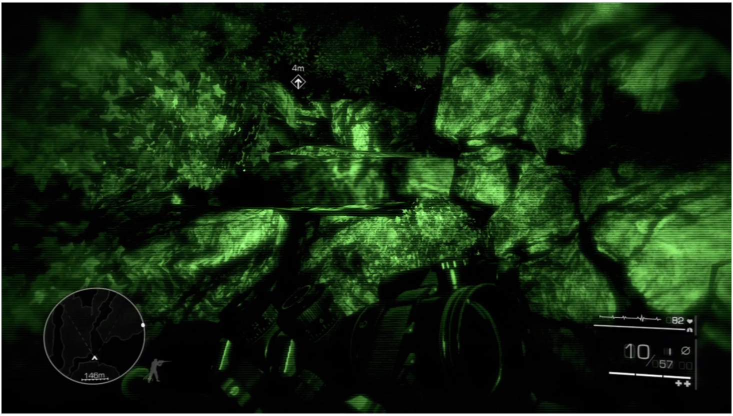

1269m
007m/s
x16.0
273m
060
06
031

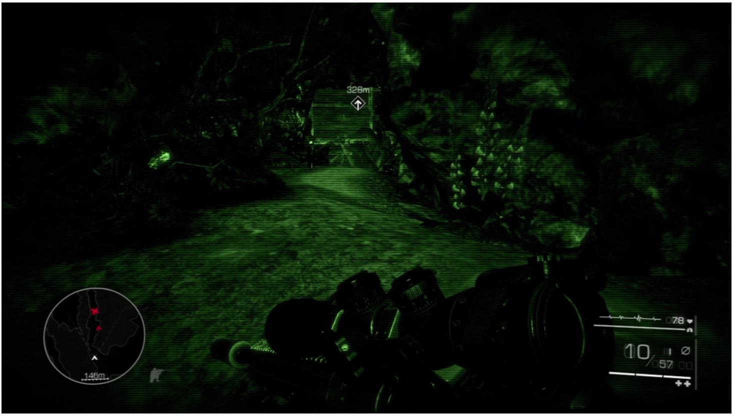
ELIMINATE THE ENEMY HOLDING THE HOSTAGE
COMPLETED

DIAZ: Friendly secure. He's in bad shape. Uniform, request medevac.

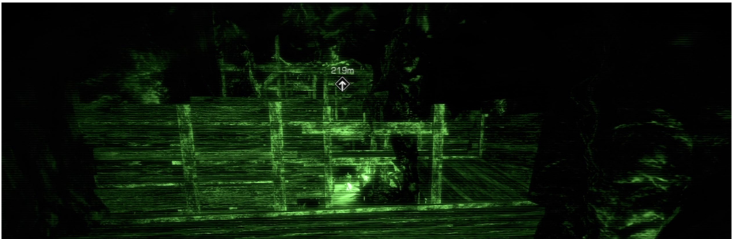
Now it’s time to leave the team to get the wounded operative out while you continue the mission toward the hotel.

Waypoint 5

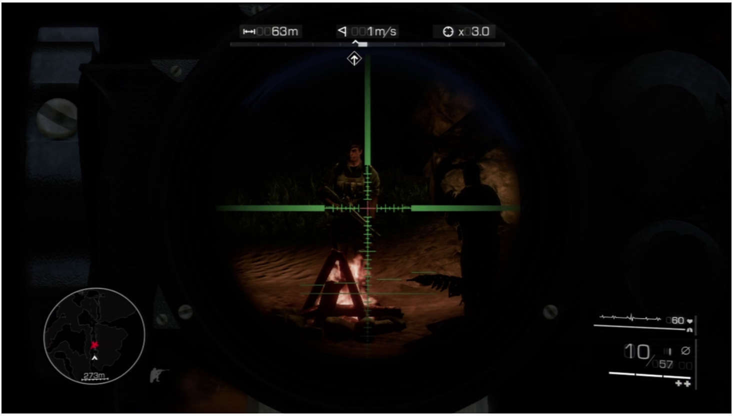

4m
146m
82
10
57


328m
146m
78
10
57

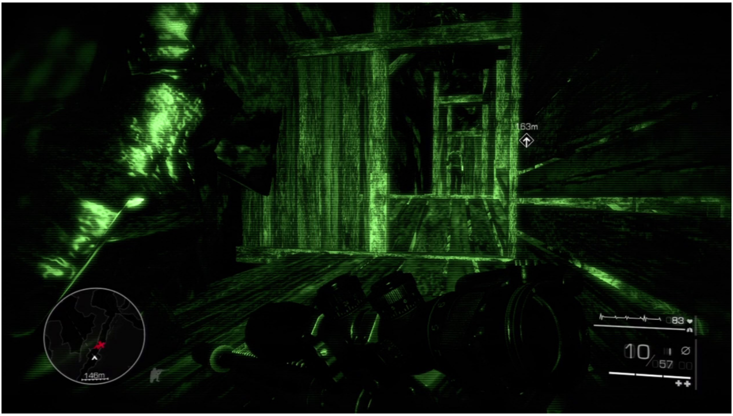
Leave the overwatch and follow the path to the nearby rock outcropping. Climb the rocks and continue to follow the path to the next enemy outpost.

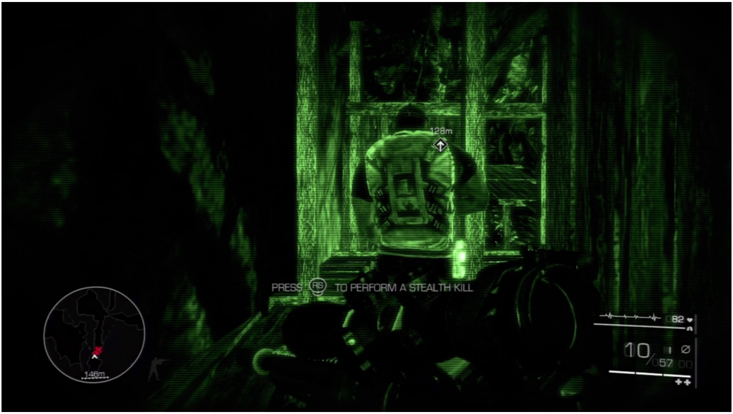


146m
75
10
57

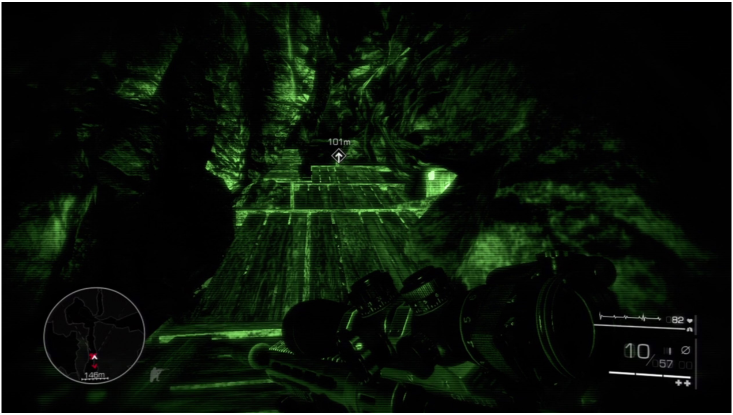

63m
1m/s
x 3.0
273m
60
10
57

Crouch as you approach the outpost and wait for the lone guard on the top level to retreat deeper into the outpost and out of sight. Four enemies are below at the campfire. It's advisable to leave them alone and concentrate on taking out the top-level guard. You can slip by the campfire guards easily if you just stay quiet and stay on the top level.


163m
146m
83
10
57

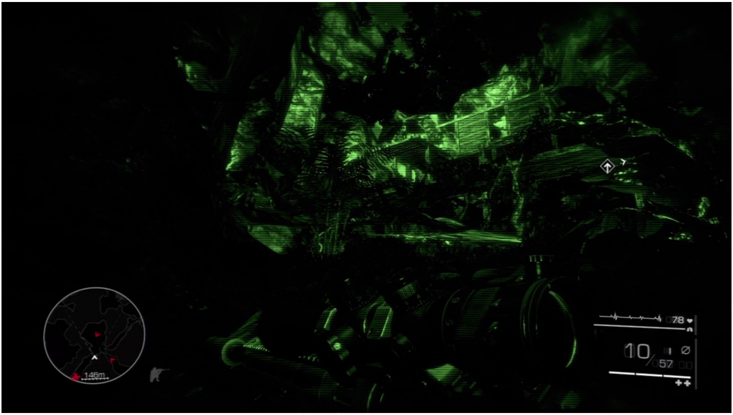

128m
PRESS RS TO PERFORM A STEALTH KILL
146m
82
10
57

Quietly traverse the top level and sneak up behind the first guard. While his back is turned, come up behind him and silence him with your knife.

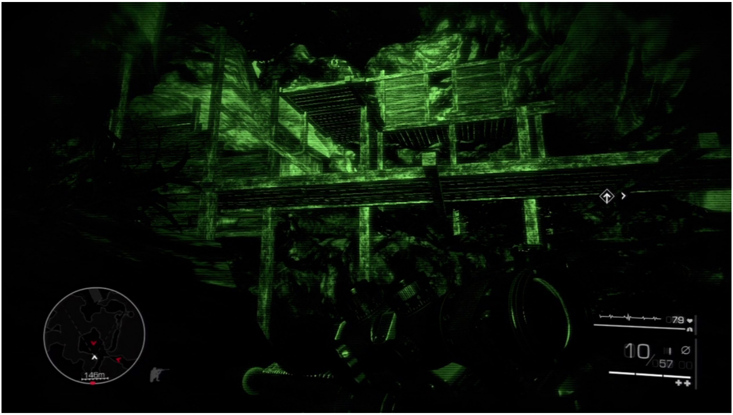

101m
146m
82
10
57

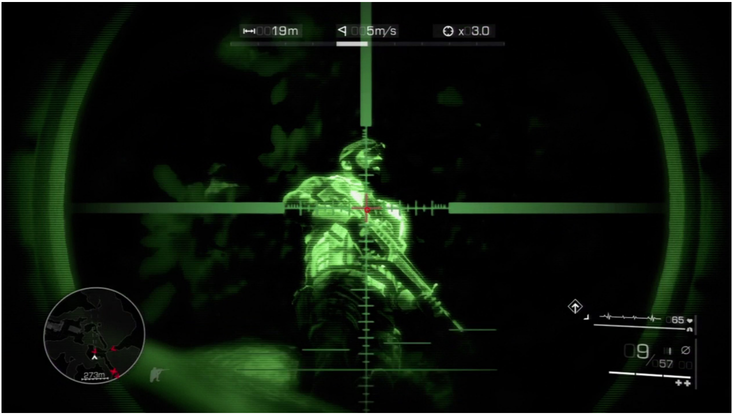
Exit the outpost through the back ramp. If you've been quiet, you'll leave the majority of enemies there none the wiser.

Waypoint 6

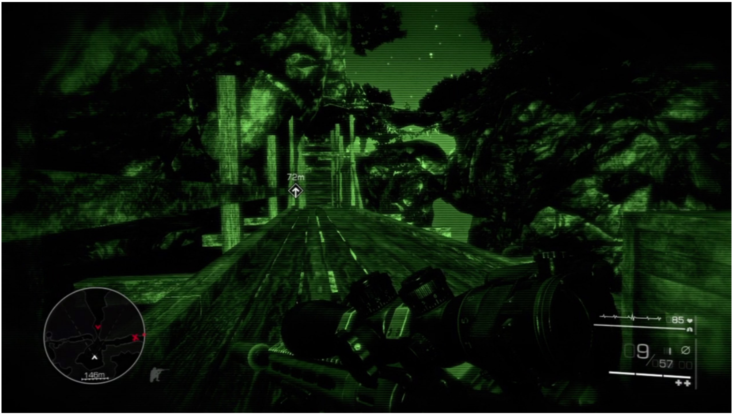

78
10
57
146m

You'll come up on a bridge near a waterfall next. All seems still, but if you listen carefully you'll hear a guard whistling in the distance. Stay crouching and follow the path up the left side and hug the rock wall, keeping foliage between you and the bridge.


79
10
57
146m

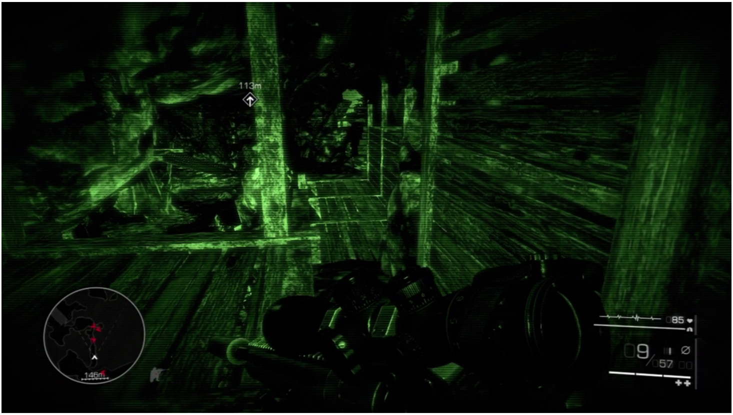

19m
5m/s
x 3.0
273m
65
09
57

You'll spot the guard on the upper platform above the bridge. If you don't see him right away, continue to move toward the bridge and you'll see him when he strolls out near the upper platform's edge. Snipe him when he reaches this point.


72m
146m
85
09
57

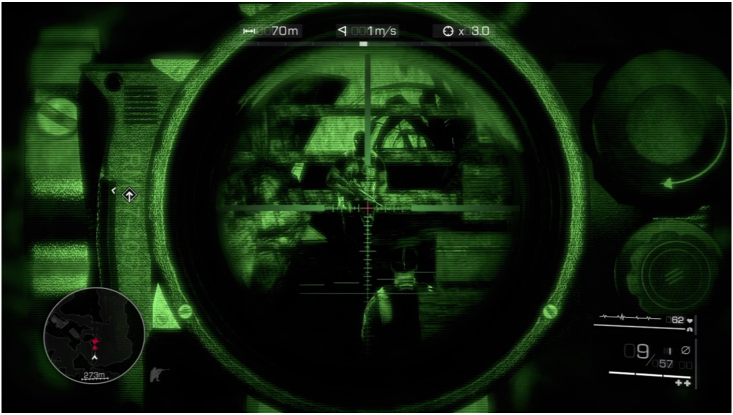
Cross the bridge and turn to the left. You shouldn't meet any other resistance until the path descends toward the water again.

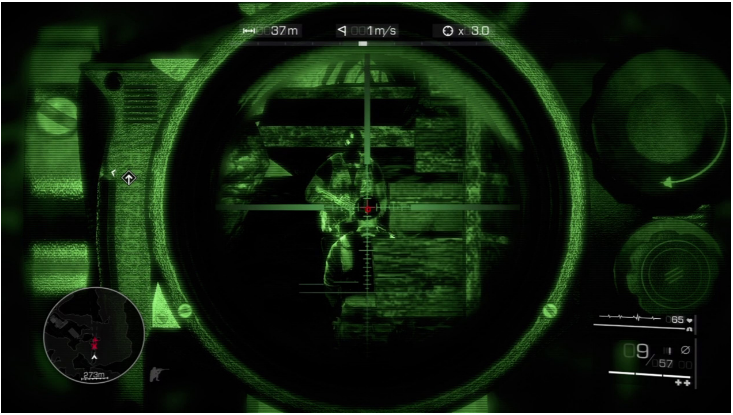
Waypoint 7


113m
146m
85
09
57

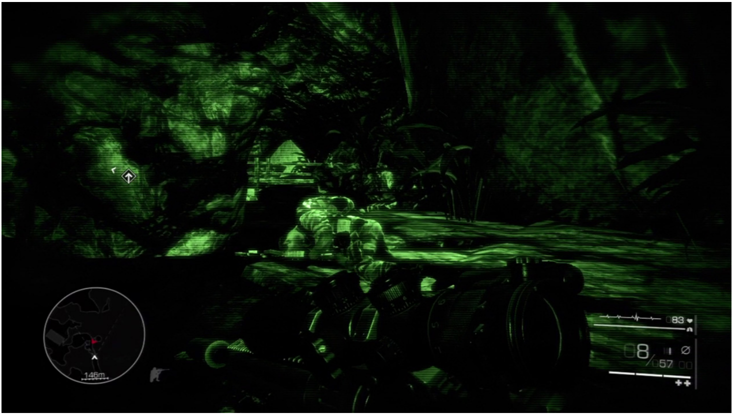
You'll soon see water on your left side. When you hear voices, stop and look down the ramp to where the boards stick out on the right wall. Three enemies patrol this area, and two of them are very close.

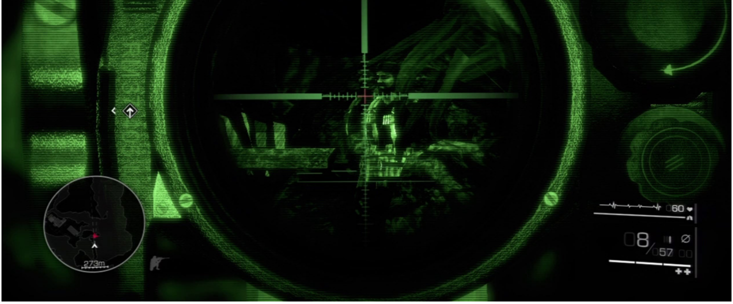
Special Shot: Double Kill

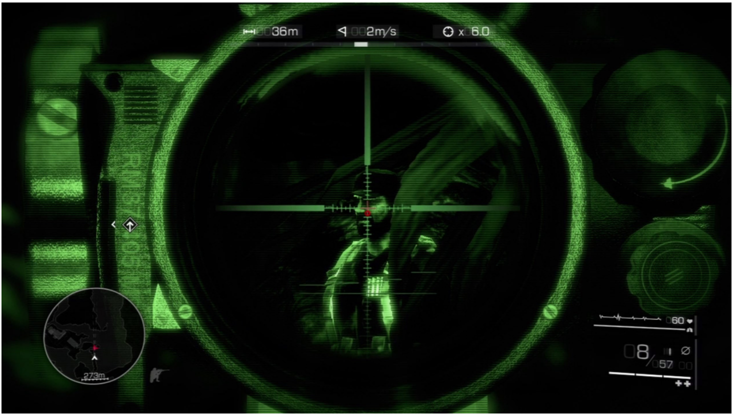

70m
1m/s
x 3.0
62
09
57
273m


37m
1m/s
x 3.0
273m
65
09
57

When the two enemies near the broken wall converge, take your shot. If you line up your shot to the back of the head of the closest enemy, the second enemy will walk right into your kill zone. The second enemy wears Night Vision Goggles, so it's important to drop him with the same bullet to avoid a nasty gun battle.

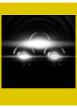

146m
83
08
57


273m
60
08
57


36m
2m/s
x 6.0
273m
60
08
57

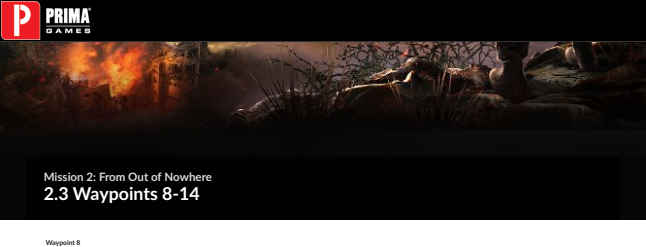
After you drop the two enemies at the broken wall, advance on their position and scan ahead. A third enemy stands patrol near the next bridge. He may be difficult to spot in the plant cover; move back and forth until you can see him clearly, and then snipe him from afar.

Achievement Unlock: Fisher King



- Xbox 360 Gamer Points: 10
- PlayStation Trophy: Bronze

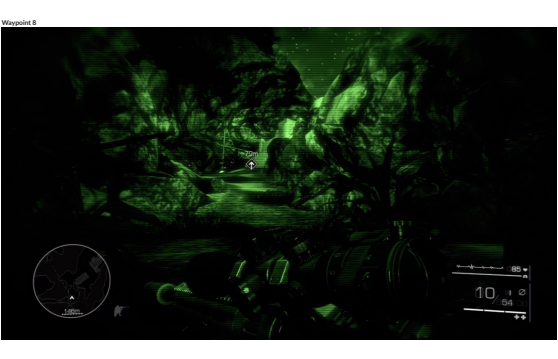
You'll earn the "Fisher King" achievement deep into this mission. So long as you have your Night Vision Goggles on the whole time, you get credit for the achievement when you kill 25 enemies. Depending on how many stealth kills you perform, you should nab the achievement in the caves somewhere.

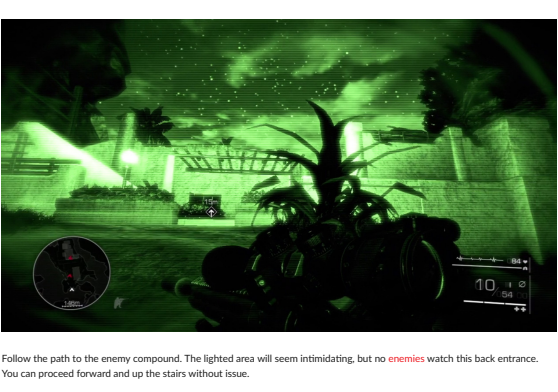


Mission 2: From Out of Nowhere

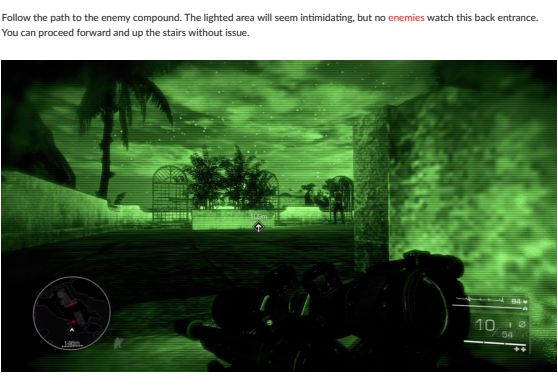
2.3 Waypoints 8-14

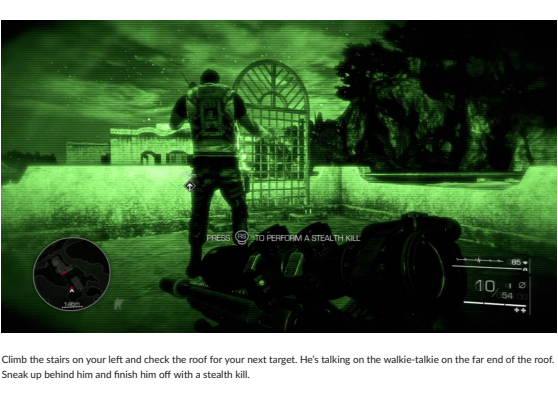
Waypoint 8



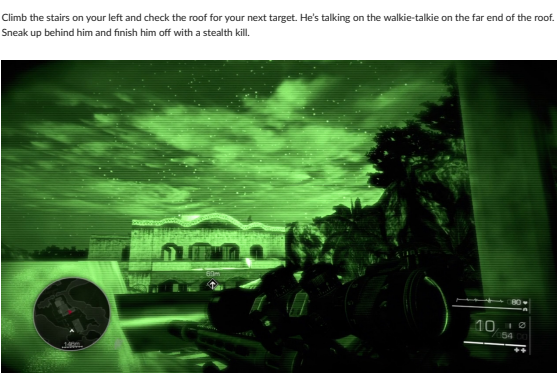


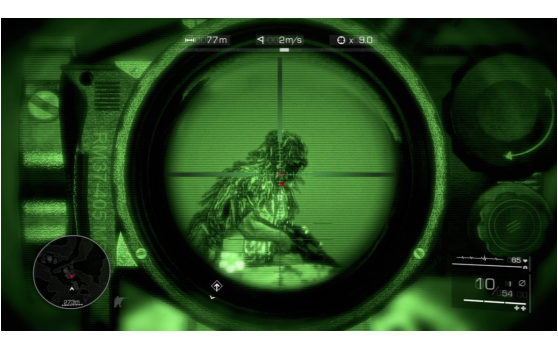
Follow the path to the enemy compound. The lighted area will seem intimidating, but no enemies watch this back entrance. You can proceed forward and up the stairs without issue.

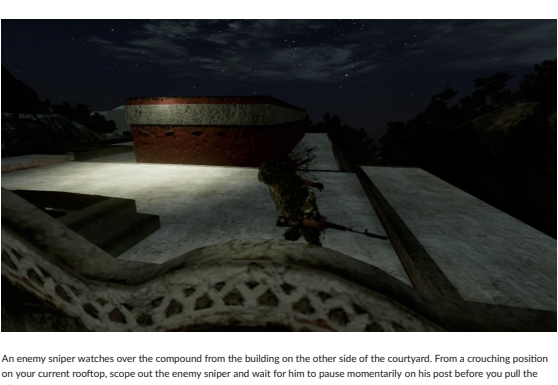




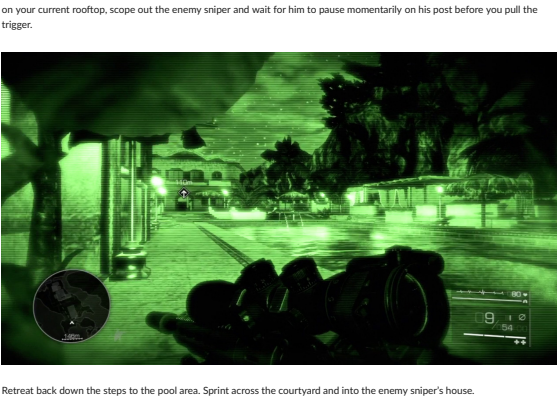
Climb the stairs on your left and check the roof for your next target. He's talking on the walkie-talkie on the far end of the roof. Sneak up behind him and finish him off with a stealth kill.



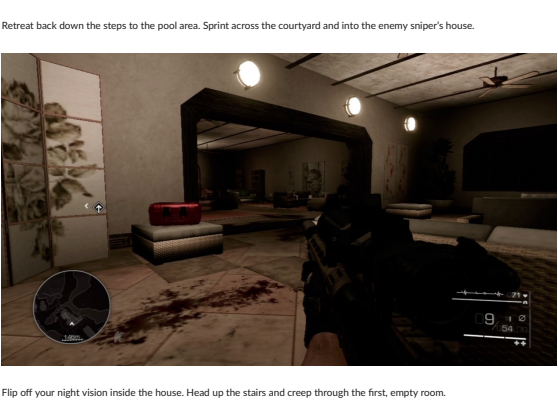




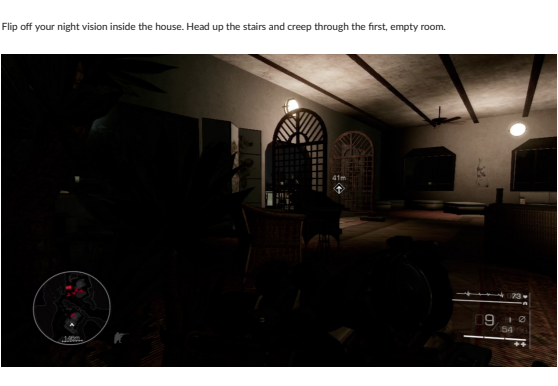
An enemy sniper watches over the compound from the building on the other side of the courtyard. From a crouching position on your current rooftop, scope out the enemy sniper and wait for him to pause momentarily on his post before you pull the trigger.

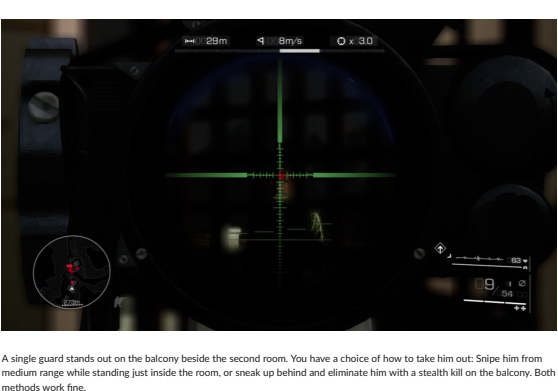


Retreat back down the steps to the pool area. Sprint across the courtyard and into the enemy sniper's house.



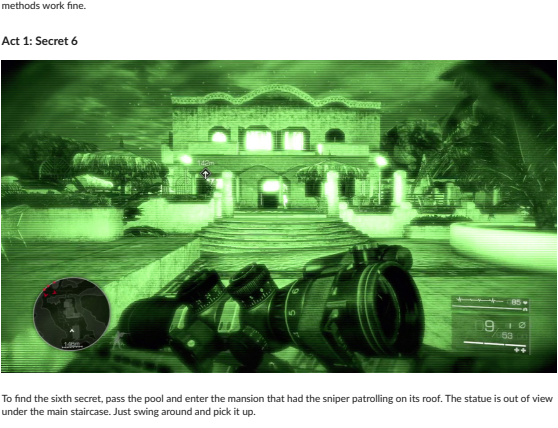
Flip off your night vision inside the house. Head up the stairs and creep through the first, empty room.



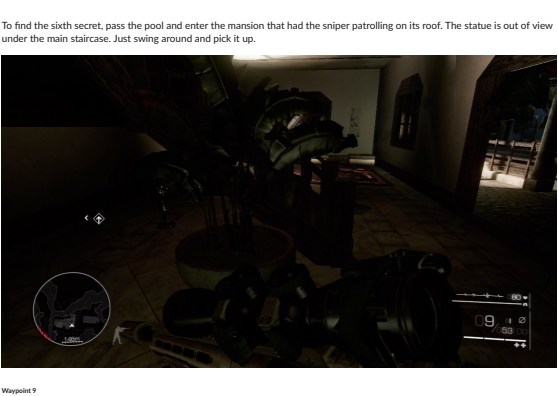


A single guard stands out on the balcony beside the second room. You have a choice of how to take him out: Snipe him from medium range while standing just inside the room, or sneak up behind and eliminate him with a stealth kill on the balcony. Both methods work fine.

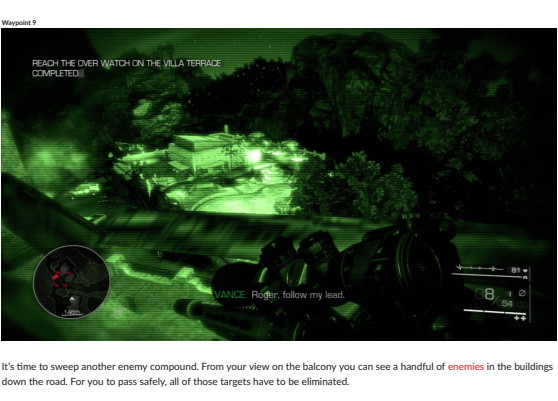
Act 1: Secret 6



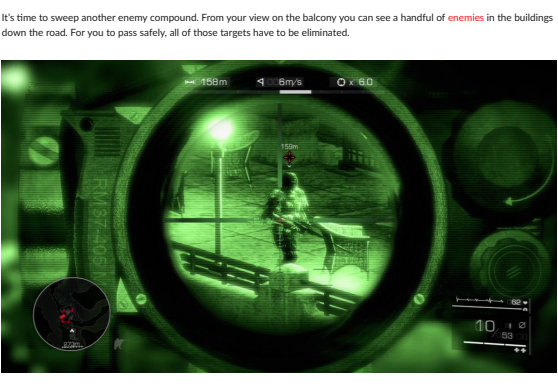
To find the sixth secret, pass the pool and enter the mansion that had the sniper patrolling on its roof. The statue is out of view under the main staircase. Just swing around and pick it up.

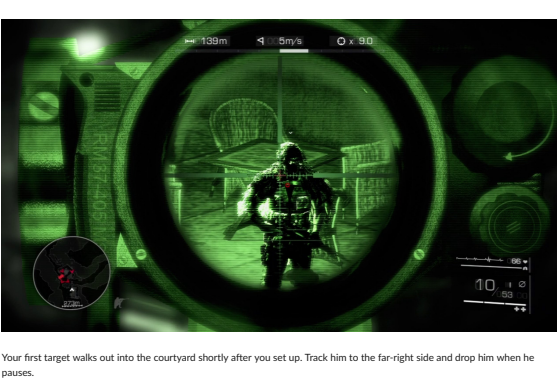


Waypoint 9


REACH THE OVER WATCH ON THE VILLA TERRACE
COMPLETED
VANCE: Right. Follow my lead.

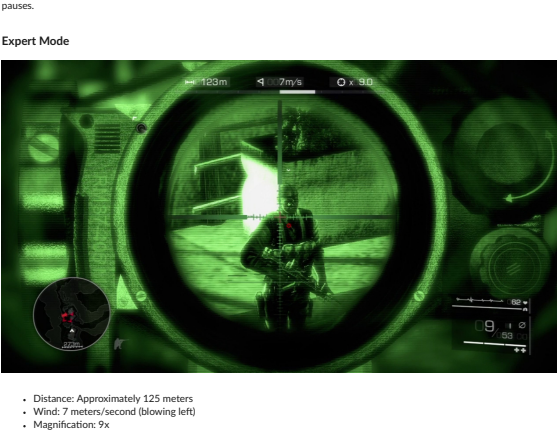
It's time to sweep another enemy compound. From your view on the balcony you can see a handful of enemies in the buildings down the road. For you to pass safely, all of those targets have to be eliminated.





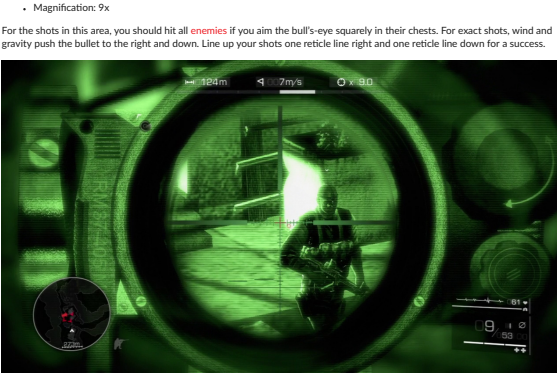
Your first target walks out into the courtyard shortly after you set up. Track him to the far-right side and drop him when he pauses.

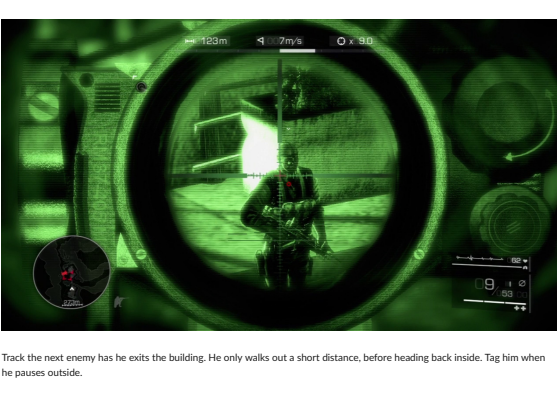
Expert Mode



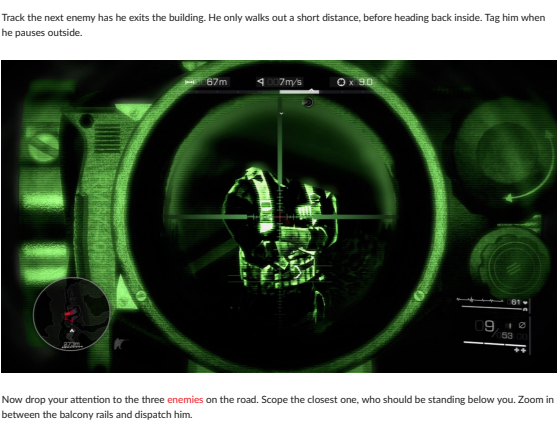
- Distance: Approximately 125 meters
- Wind: 7 meters/second (blowing left)
- Magnification: 9x

For the shots in this area, you should hit all enemies if you aim the bull's-eye squarely in their chests. For exact shots, wind and gravity push the bullet to the right and down. Line up your shots one reticle line right and one reticle line down for a success.

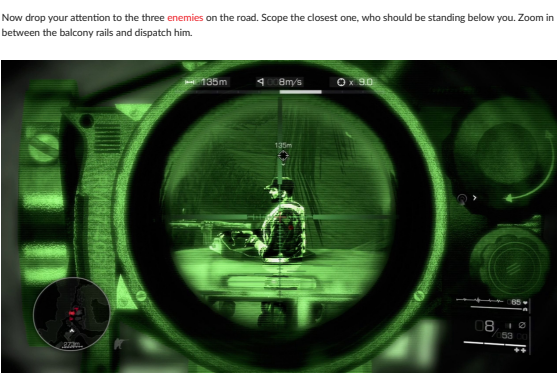


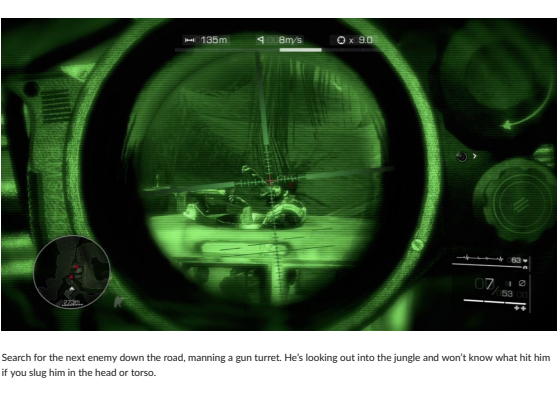


Track the next enemy has he exits the building. He only walks out a short distance, before heading back inside. Tag him when he pauses outside.

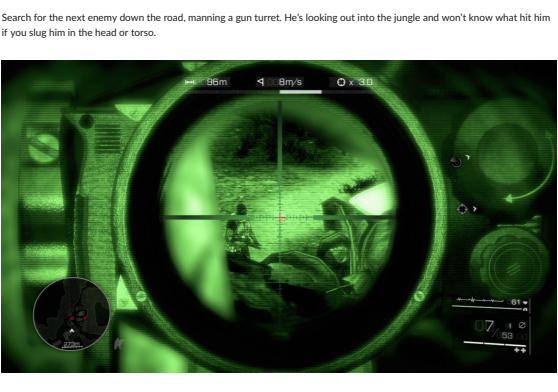


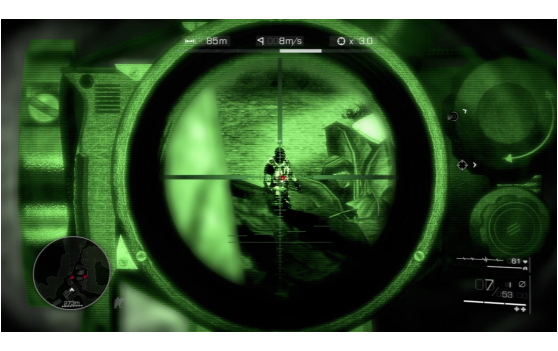
Now drop your attention to the three enemies on the road. Scope the closest one, who should be standing below you. Zoom in between the balcony rails and dispatch him.

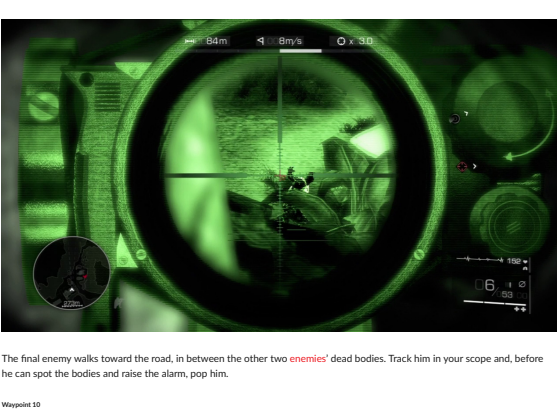




Search for the next enemy down the road, manning a gun turret. He's looking out into the jungle and won't know what hit him if you slug him in the head or torso.

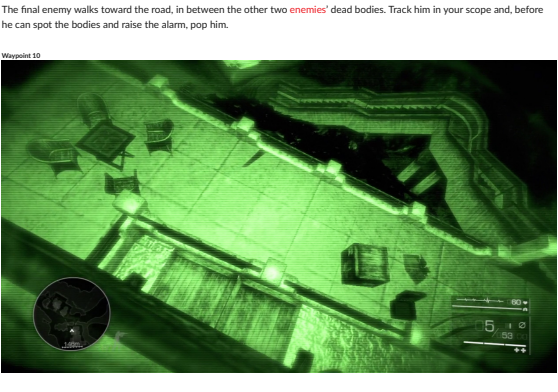


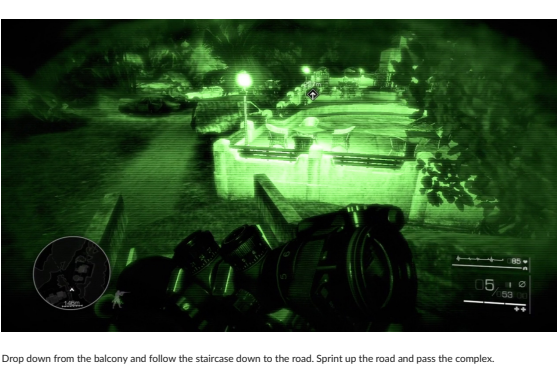




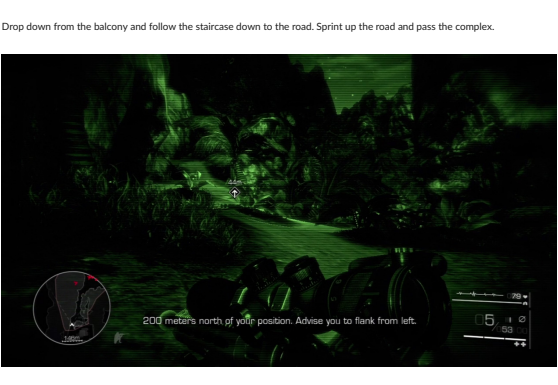
The final enemy walks toward the road, in between the other two enemies' dead bodies. Track him in your scope and, before he can spot the bodies and raise the alarm, pop him.

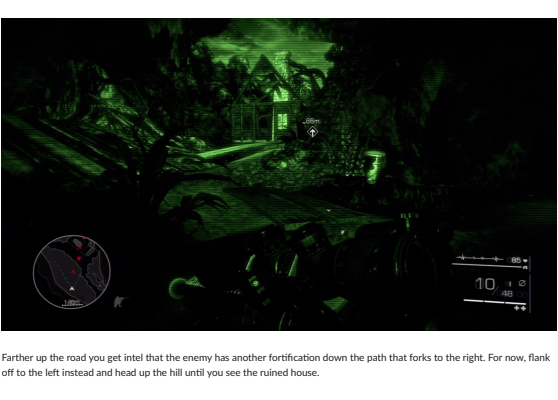
Waypoint 10



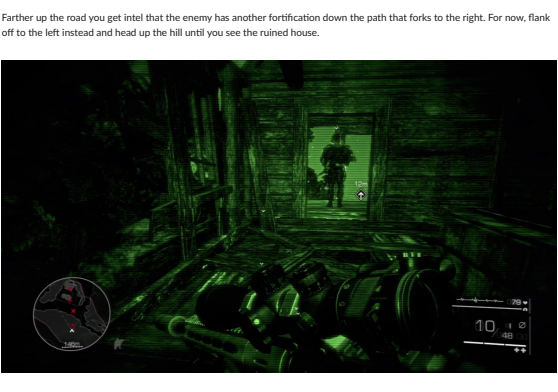


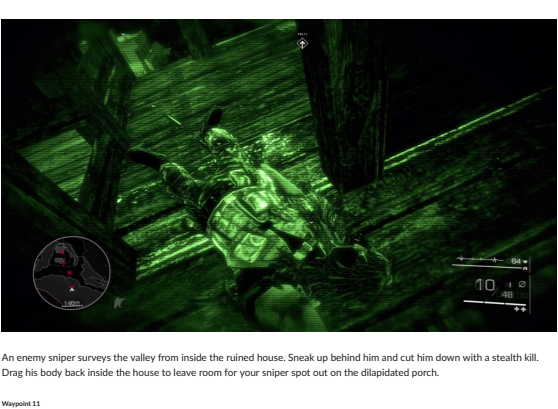
Drop down from the balcony and follow the staircase down to the road. Sprint up the road and pass the complex.


200 meters north of your position. Advise you to flank from left.



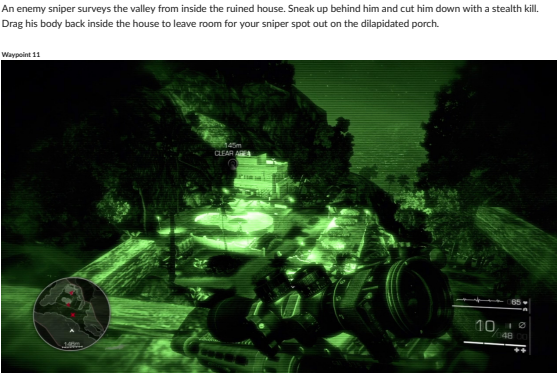
Farther up the road you get intel that the enemy has another fortification down the path that forks to the right. For now, flank off to the left instead and head up the hill until you see the ruined house.

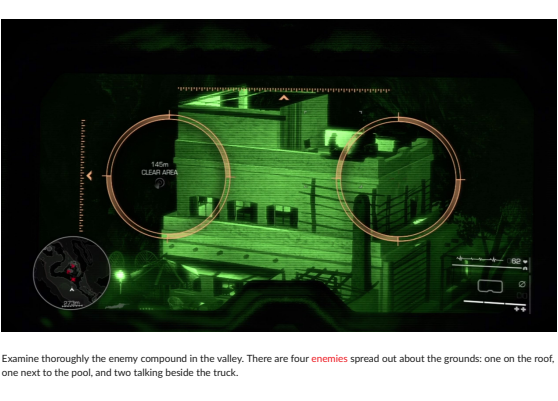




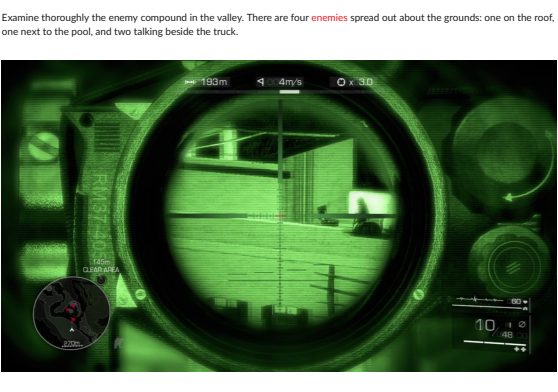
An enemy sniper surveys the valley from inside the ruined house. Sneak up behind him and cut him down with a stealth kill. Drag his body back inside the house to leave room for your sniper spot out on the dilapidated porch.

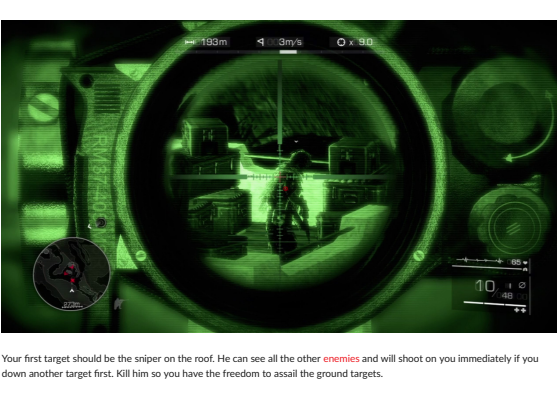
Waypoint 11



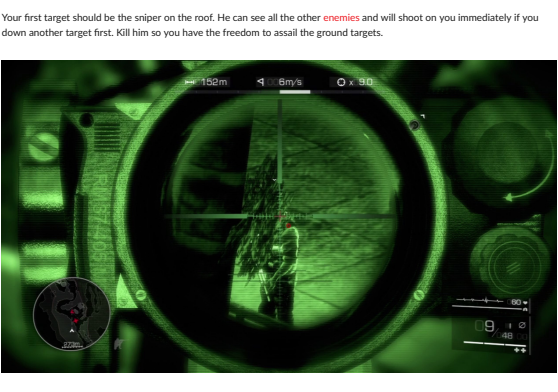


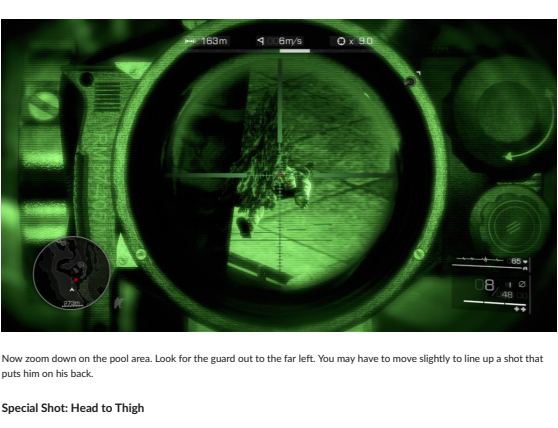
Examine thoroughly the enemy compound in the valley. There are four enemies spread out about the grounds: one on the roof, one next to the pool, and two talking beside the truck.





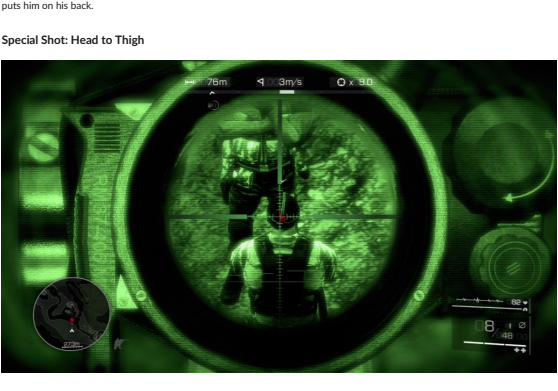
Your first target should be the sniper on the roof. He can see all the other enemies and will shoot on you immediately if you down another target first. Kill him so you have the freedom to assail the ground targets.

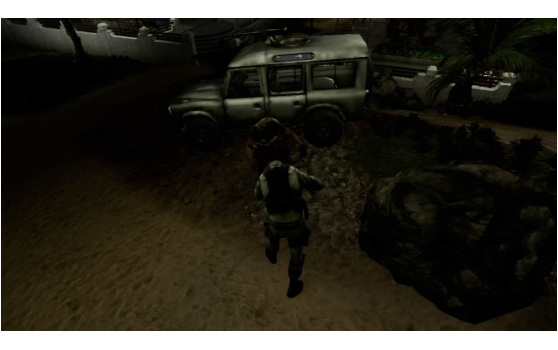


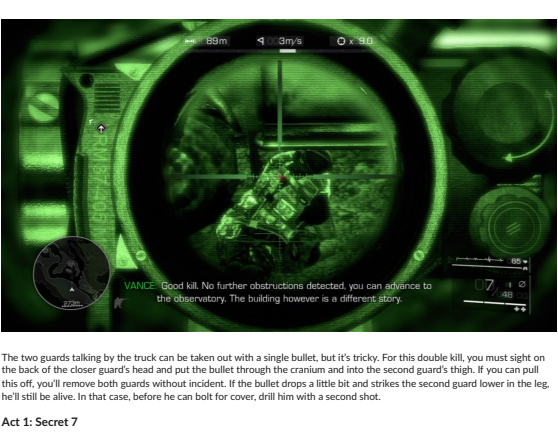


Now zoom down on the pool area. Look for the guard out to the far left. You may have to move slightly to line up a shot that puts him on his back.

Special Shot: Head to Thigh

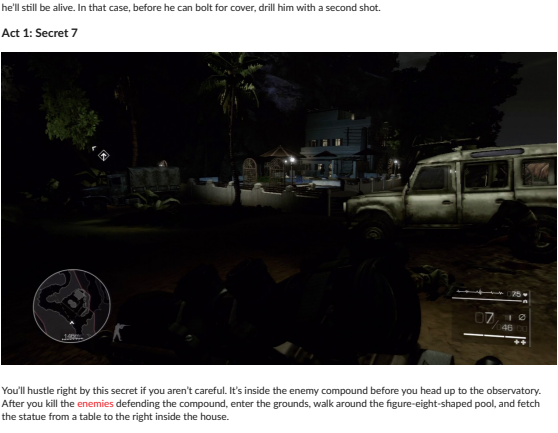




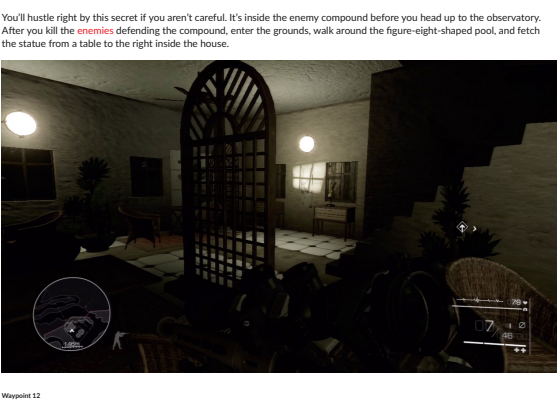


The two guards talking by the truck can be taken out with a single bullet, but it's tricky. For this double kill, you must sight on the back of the closer guard's head and put the bullet through the cranium and into the second guard's thigh. If you can pull this off, you'll remove both guards without incident. If the bullet drops a little bit and strikes the second guard lower in the leg, he'll still be alive. In that case, before he can bolt for cover, drill him with a second shot.

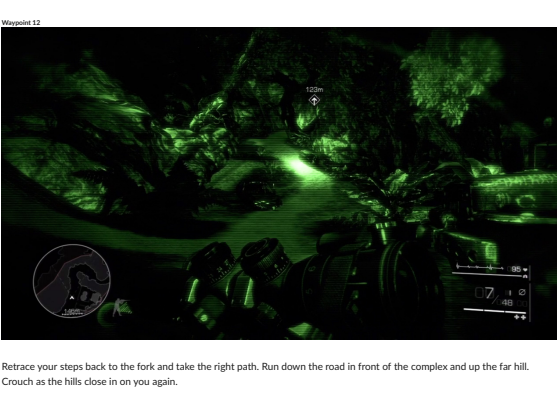
Act 1: Secret 7



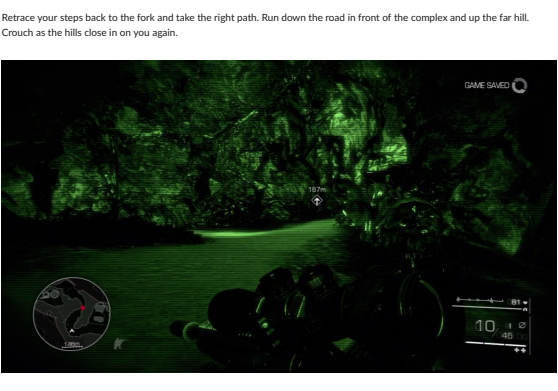
You'll hustle right by this secret if you aren't careful. It's inside the enemy compound before you head up to the observatory. After you kill the enemies defending the compound, enter the grounds, walk around the figure-eight-shaped pool, and fetch the statue from a table to the right inside the house.

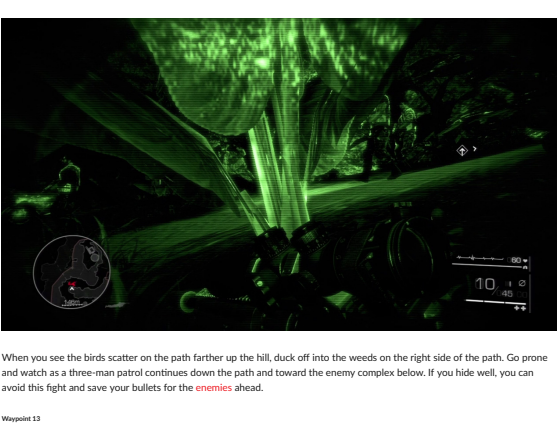


Waypoint 12



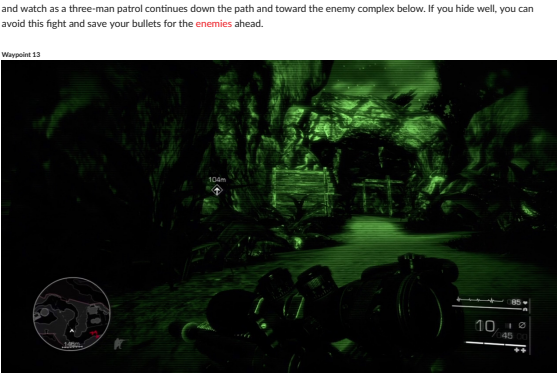
Retrace your steps back to the fork and take the right path. Run down the road in front of the complex and up the far hill. Crouch as the hills close in on you again.

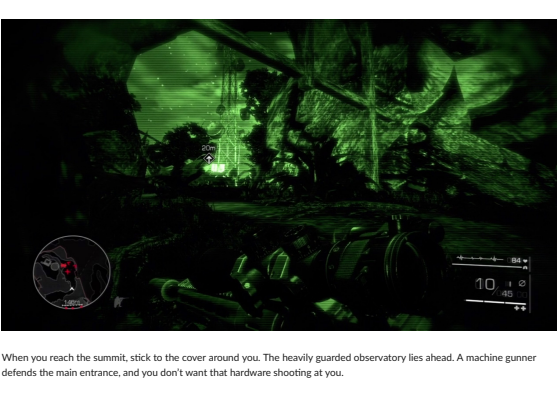




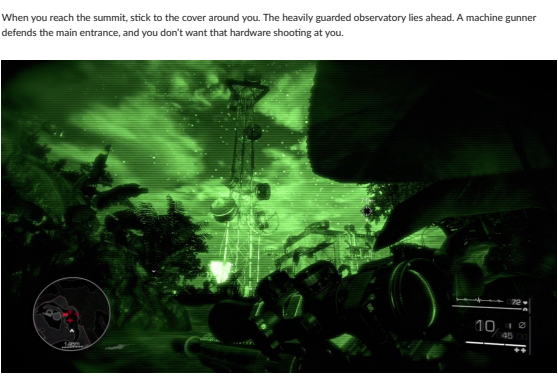
When you see the birds scatter on the path farther up the hill, duck off into the weeds on the right side of the path. Go prone and watch as a three-man patrol continues down the path and toward the enemy complex below. If you hide well, you can avoid this fight and save your bullets for the enemies ahead.

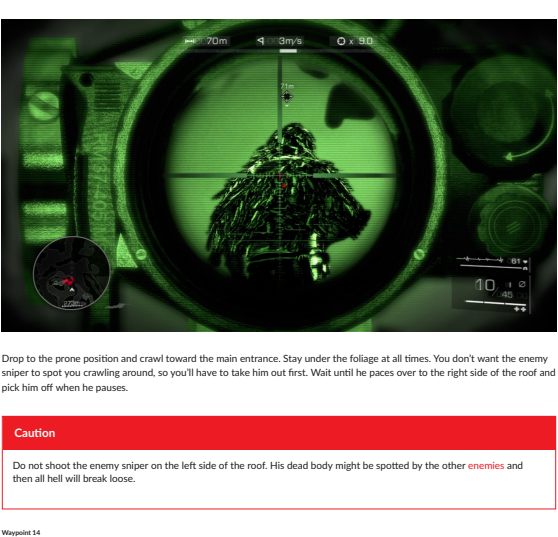
Waypoint 13





When you reach the summit, stick to the cover around you. The heavily guarded observatory lies ahead. A machine gunner defends the main entrance, and you don't want that hardware shooting at you.



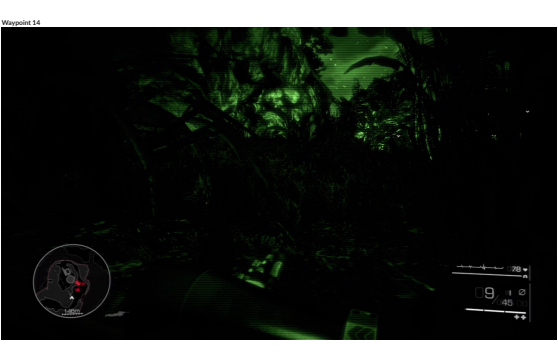


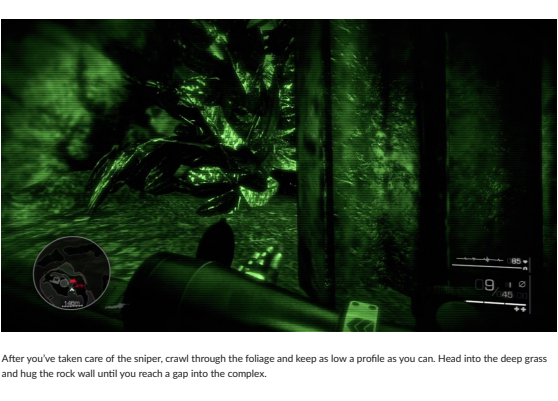
Drop to the prone position and crawl toward the main entrance. Stay under the foliage at all times. You don't want the enemy sniper to spot you crawling around, so you'll have to take him out first. Wait until he paces over to the right side of the roof and pick him off when he pauses.

Caution

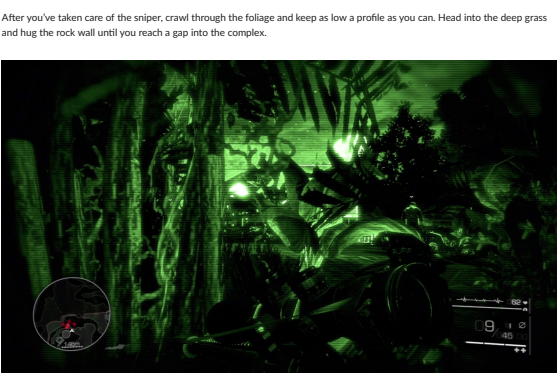
Do not shoot the enemy sniper on the left side of the roof. His dead body might be spotted by the other enemies and then all hell will break loose.

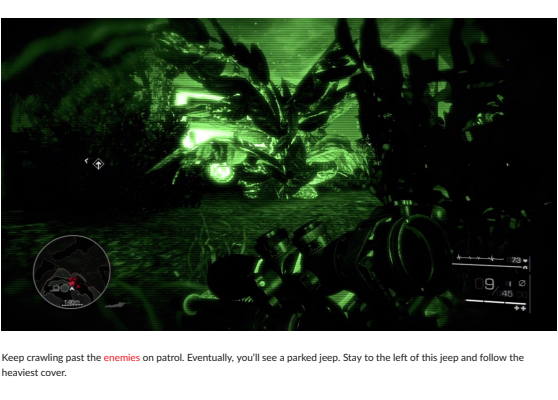
Waypoint 14



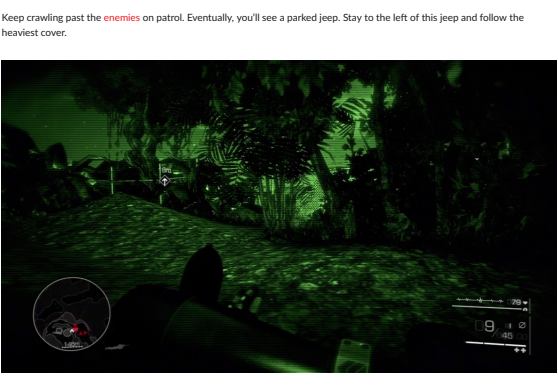


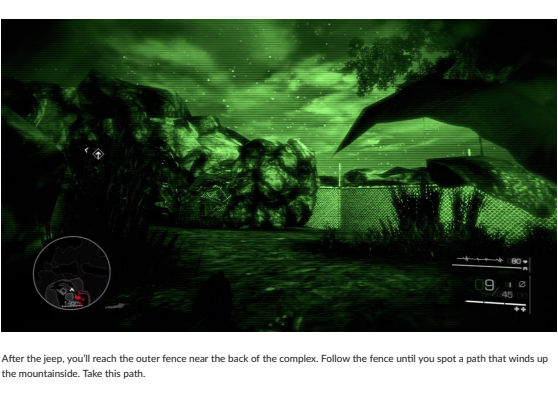
After you've taken care of the sniper, crawl through the foliage and keep as low a profile as you can. Head into the deep grass and hug the rock wall until you reach a gap into the complex.



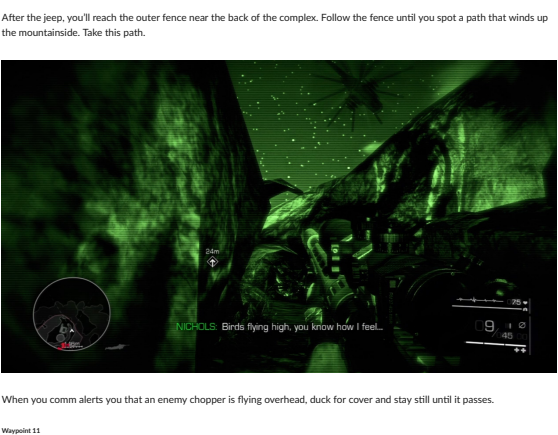


Keep crawling past the enemies on patrol. Eventually, you'll see a parked jeep. Stay to the left of this jeep and follow the heaviest cover.



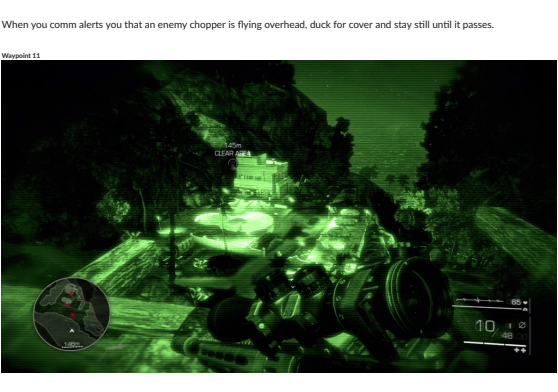


After the jeep, you'll reach the outer fence near the back of the complex. Follow the fence until you spot a path that winds up the mountainside. Take this path.

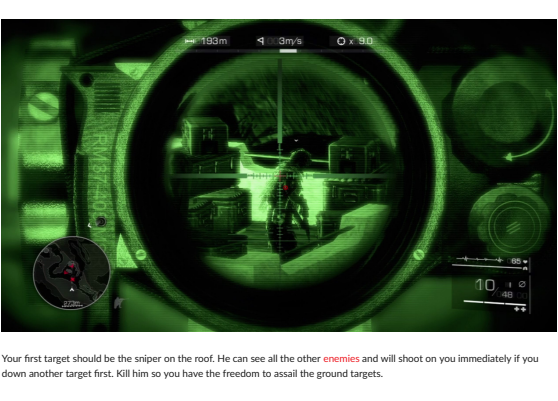


When you comm alerts you that an enemy chopper is flying overhead, duck for cover and stay still until it passes.

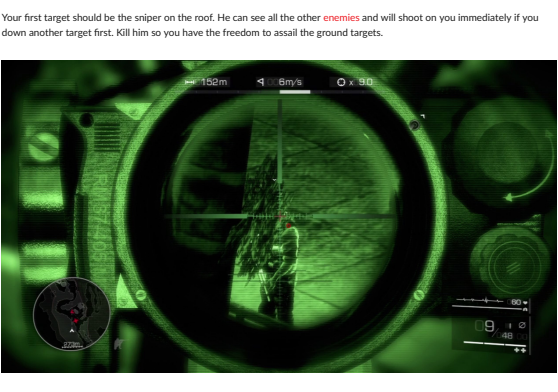
Waypoint 11



Examine thoroughly the enemy compound in the valley. There are four enemies spread out about the grounds: one on the roof, one next to the pool, and two talking beside the truck.

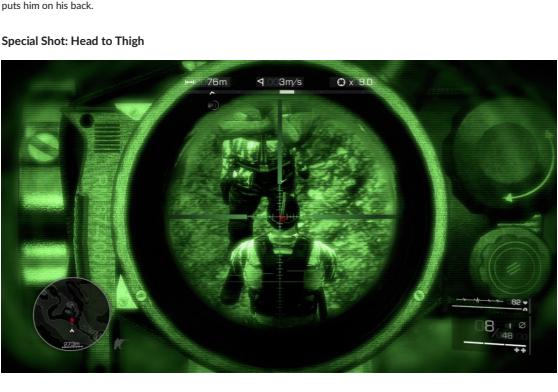


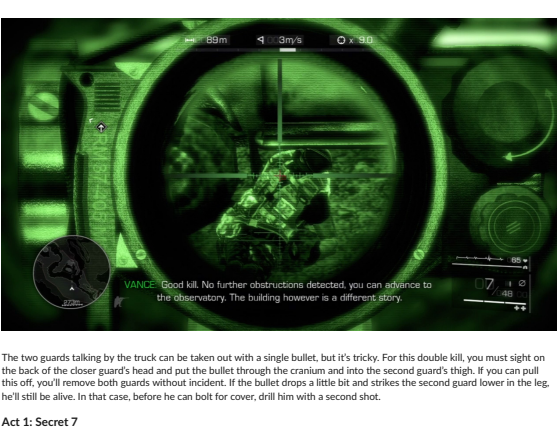
Your first target should be the sniper on the roof. He can see all the other enemies and will shoot on you immediately if you down another target first. Kill him so you have the freedom to assail the ground targets.



Now zoom down on the pool area. Look for the guard out to the far left. You may have to move slightly to line up a shot that puts him on his back.

Special Shot: Head to Thigh

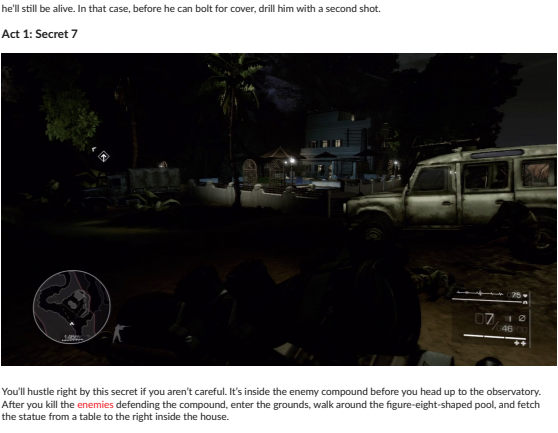




VANCE: Good kill. No further obstructions detected, you can advance to the observatory. The building however is a different story.

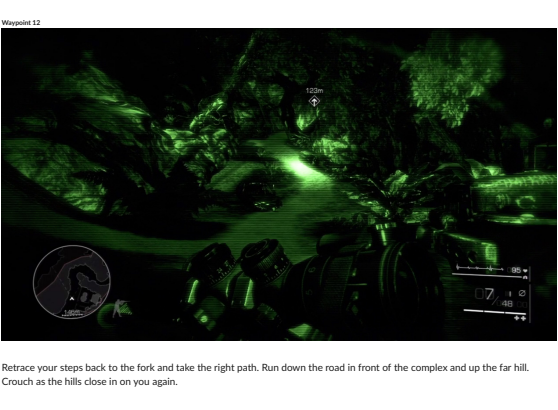
The two guards talking by the truck can be taken out with a single bullet, but it's tricky. For this double kill, you must sight on the back of the closer guard's head and put the bullet through the cranium and into the second guard's thigh. If you can pull this off, you'll remove both guards without incident. If the bullet drops a little bit and strikes the second guard lower in the leg, he'll still be alive. In that case, before he can bolt for cover, drill him with a second shot.

Act 1: Secret 7



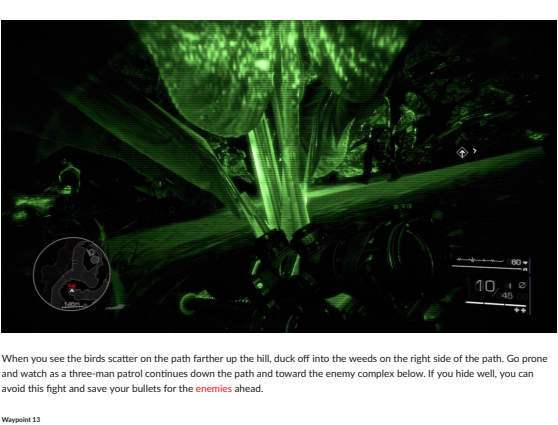
You'll hustle right by this secret if you aren't careful. It's inside the enemy compound before you head up to the observatory. After you kill the enemies defending the compound, enter the grounds, walk around the figure-eight-shaped pool, and fetch the statue from a table to the right inside the house.

Waypoint 12



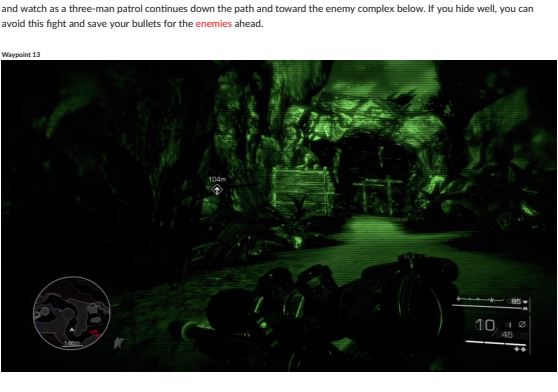
Retrace your steps back to the fork and take the right path. Run down the road in front of the complex and up the far hill. Crouch as the hills close in on you again.

GAME SAVED



When you see the birds scatter on the path farther up the hill, duck off into the weeds on the right side of the path. Go prone and watch as a three-man patrol continues down the path and toward the enemy complex below. If you hide well, you can avoid this fight and save your bullets for the enemies ahead.

Waypoint 13



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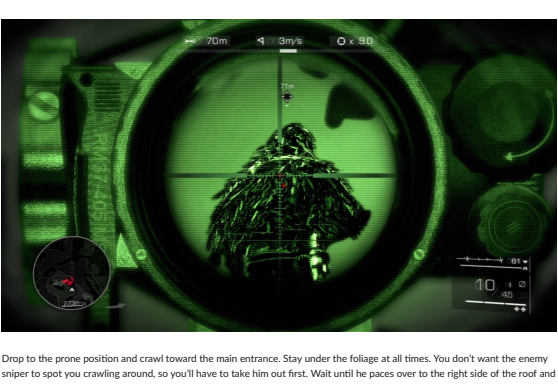
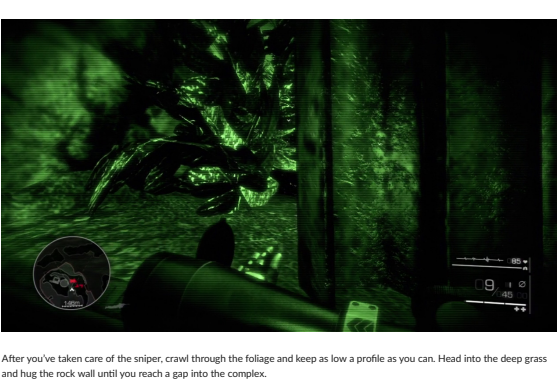


Drop to the prone position and crawl toward the main entrance. Stay under the foliage at all times. You don't want the enemy sniper to spot you crawling around, so you'll have to take him out first. Wait until he paces over to the right side of the roof and pick him off when he pauses.

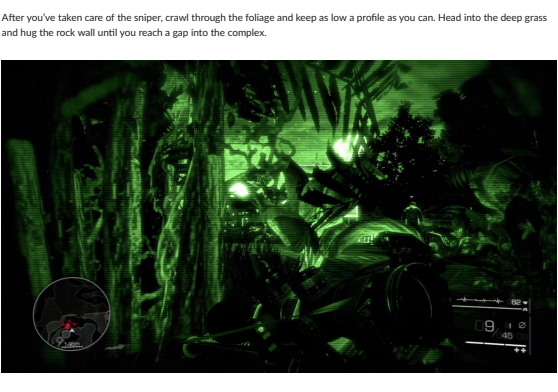
Caution

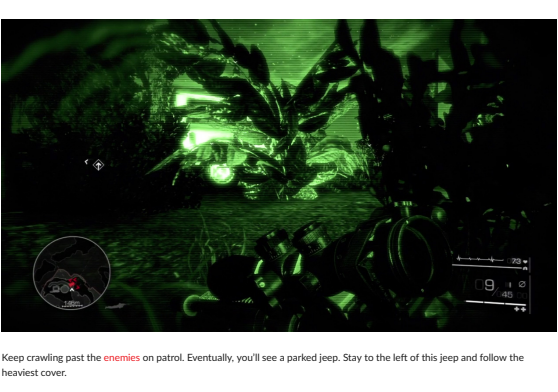
Do not shoot the enemy sniper on the left side of the roof. His dead body might be spotted by the other enemies and then all hell will break loose.

Waypoint 14

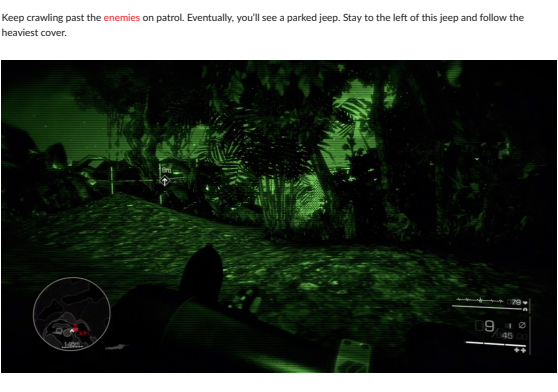


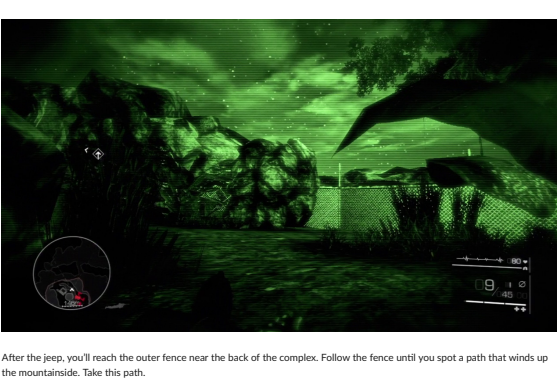
After you've taken care of the sniper, crawl through the foliage and keep as low a profile as you can. Head into the deep grass and hug the rock wall until you reach a gap into the complex.





Keep crawling past the enemies on patrol. Eventually, you'll see a parked jeep. Stay to the left of this jeep and follow the heaviest cover.





After the jeep, you'll reach the outer fence near the back of the complex. Follow the fence until you spot a path that winds up the mountainside. Take this path.

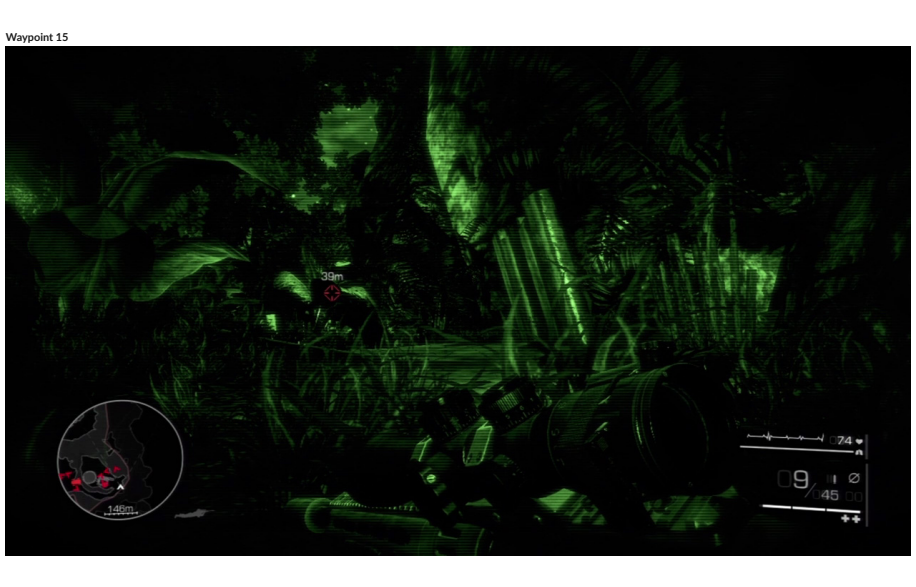
NICHOLS: Birds flying high, you know how I feel...

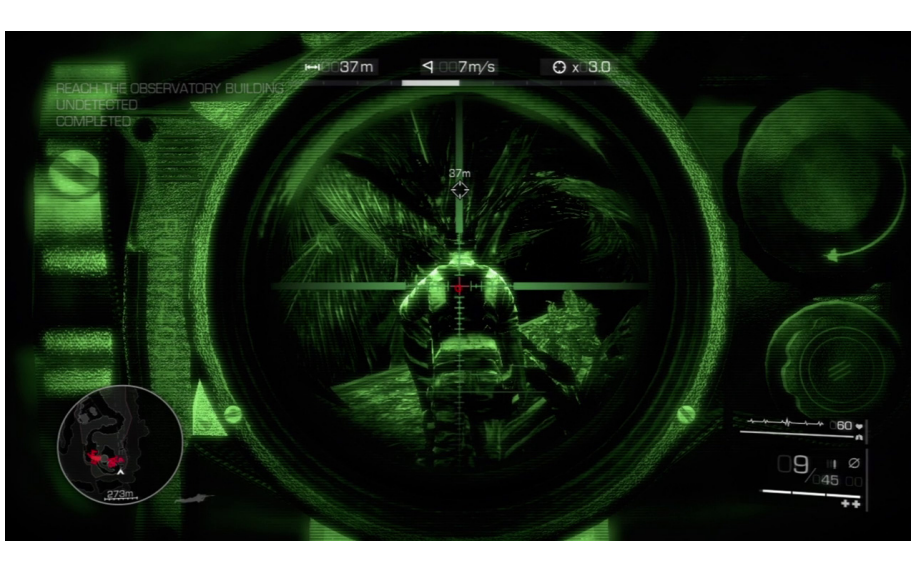
When you comm alerts you that an enemy chopper is flying overhead, duck for cover and stay still until it passes.

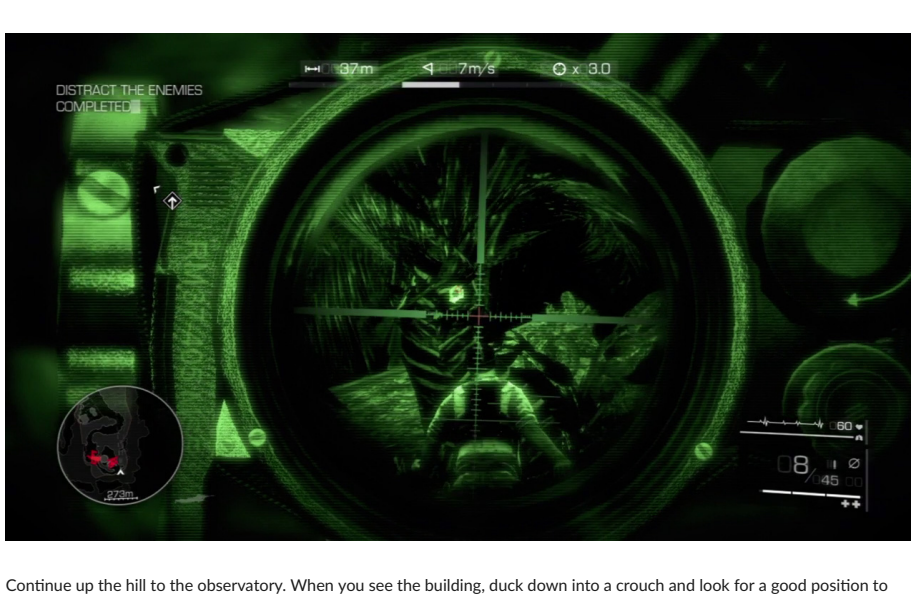
Mission 2: From Out of Nowhere

2.4 Waypoints 15-16

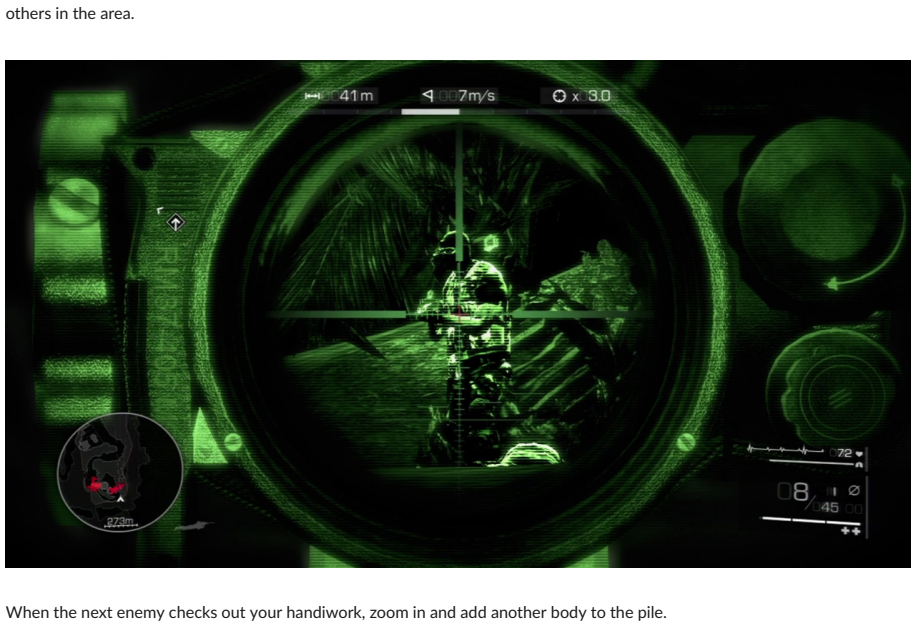
Waypoint 15



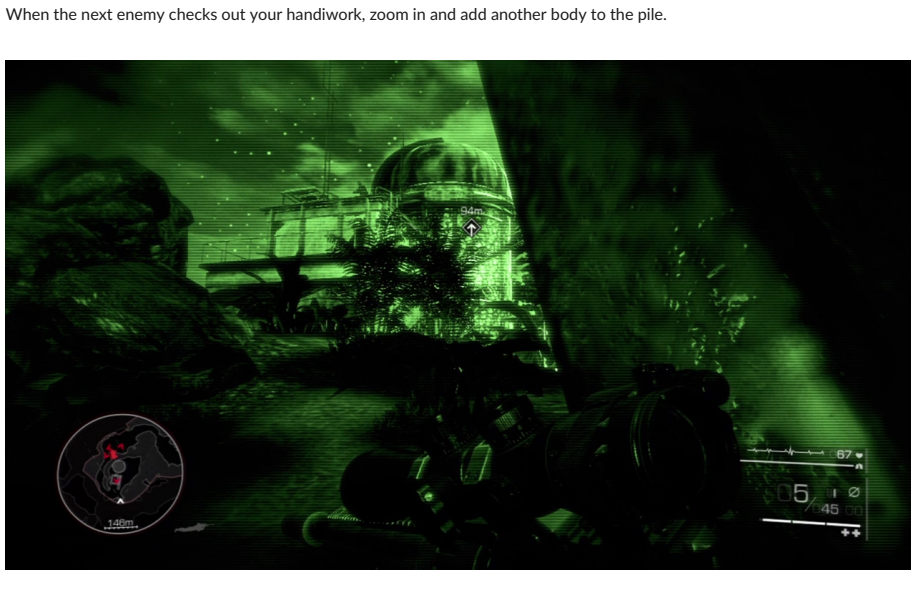

37m
7m/s
x 3.0
REACH THE OBSERVATORY BUILDING UNDETECTED
COMPLETED
37m

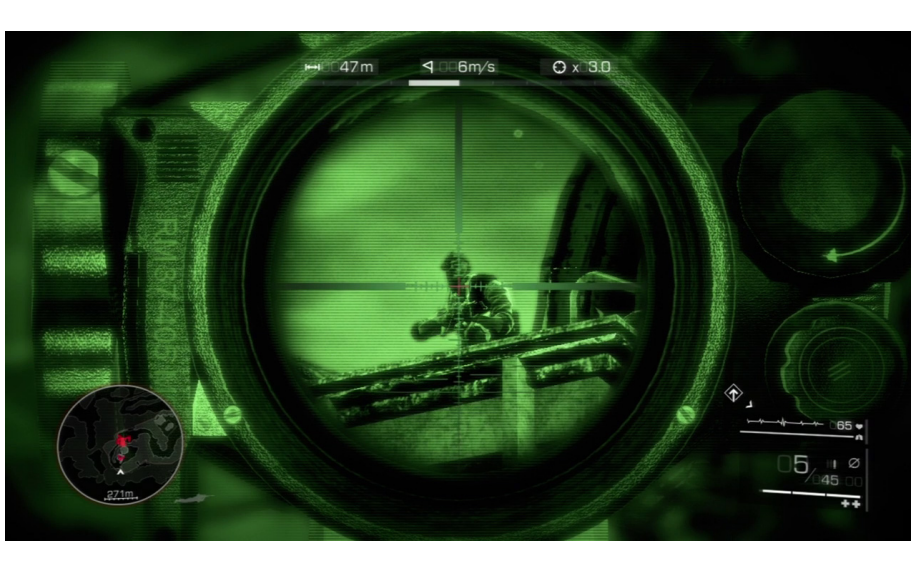

37m
7m/s
x 3.0
DISTRACT THE ENEMIES
COMPLETED

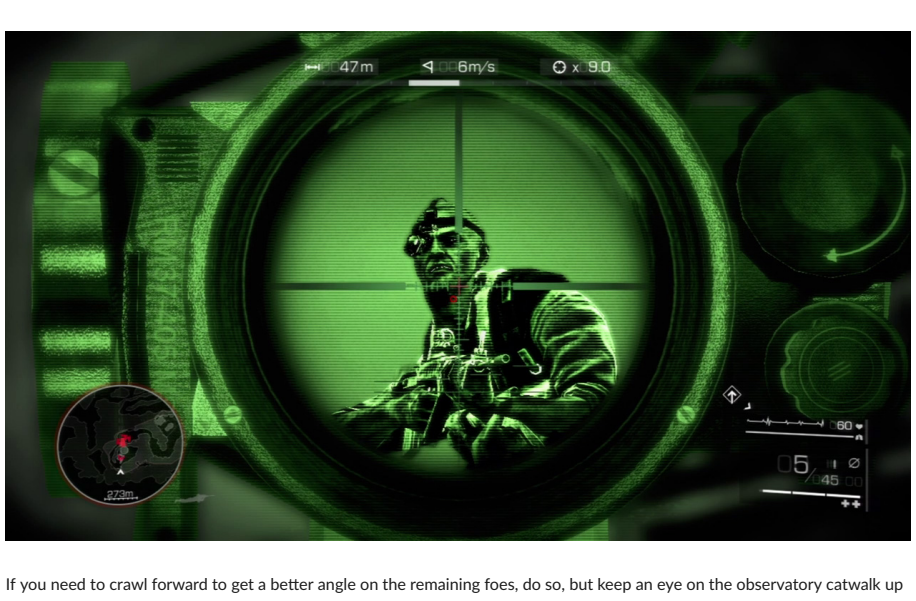
Continue up the hill to the observatory. When you see the building, duck down into a crouch and look for a good position to drop prone and aim at the enemy standing on the path ahead. By downing the enemy on the path, you can create a trap for the others in the area.



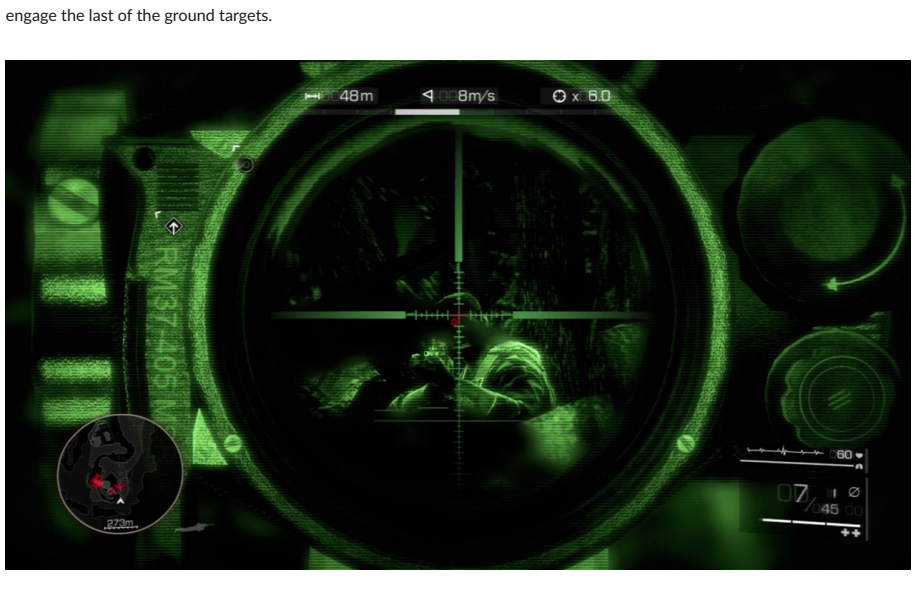
When the next enemy checks out your handiwork, zoom in and add another body to the pile.

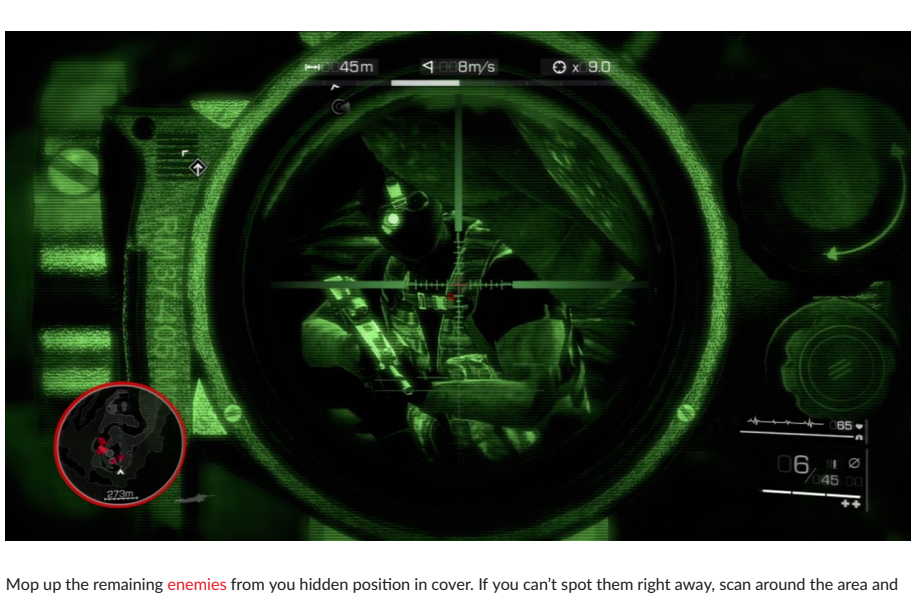




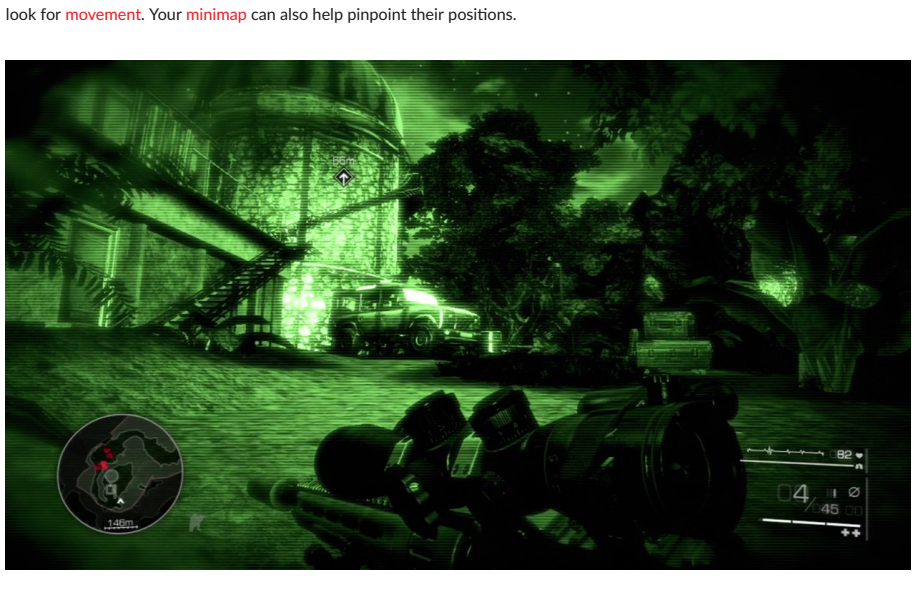


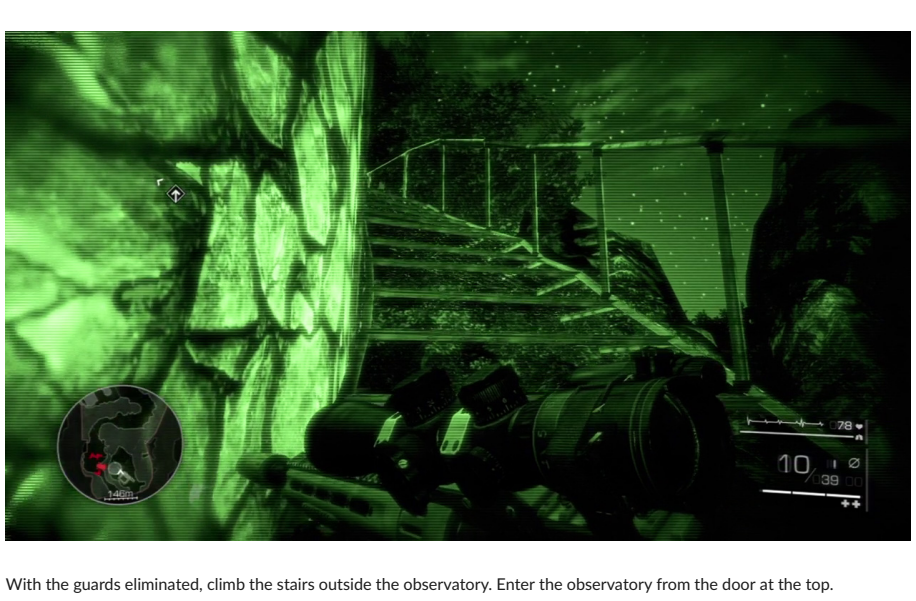
If you need to crawl forward to get a better angle on the remaining foes, do so, but keep an eye on the observatory catwalk up and to your left. You may want to pick off the enemy sentry on the catwalk first, so that he doesn't spot you later when you engage the last of the ground targets.





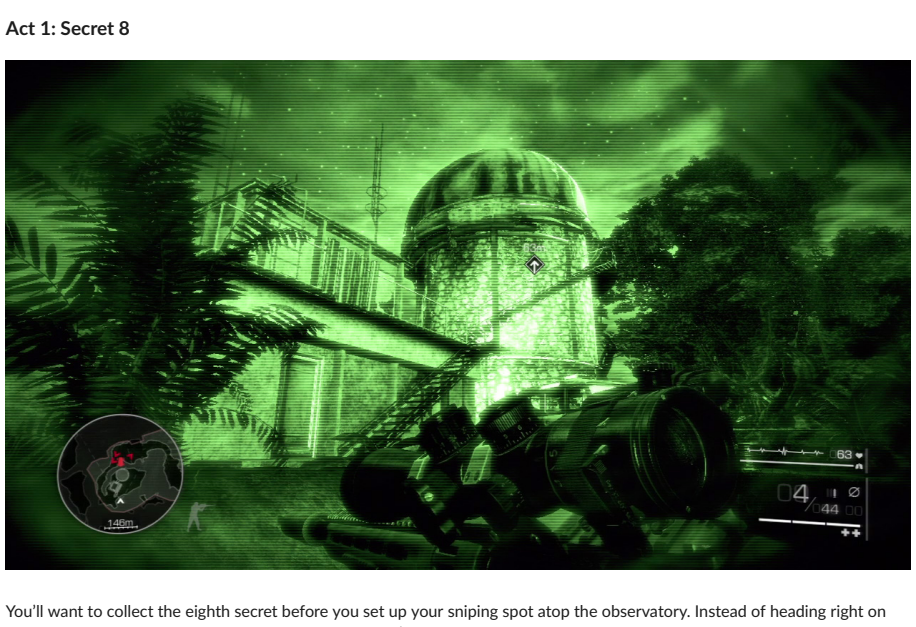
Mop up the remaining enemies from you hidden position in cover. If you can't spot them right away, scan around the area and look for movement. Your minimap can also help pinpoint their positions.



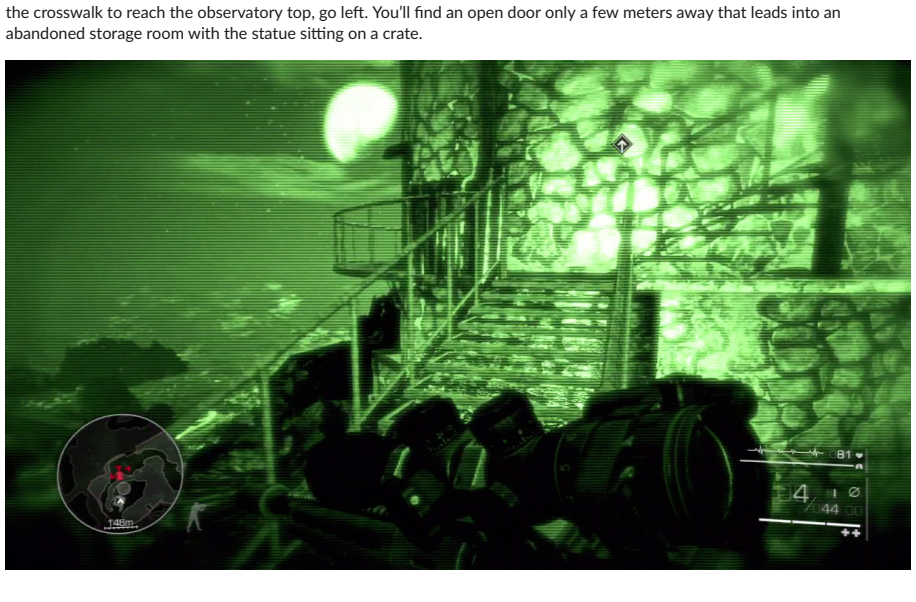


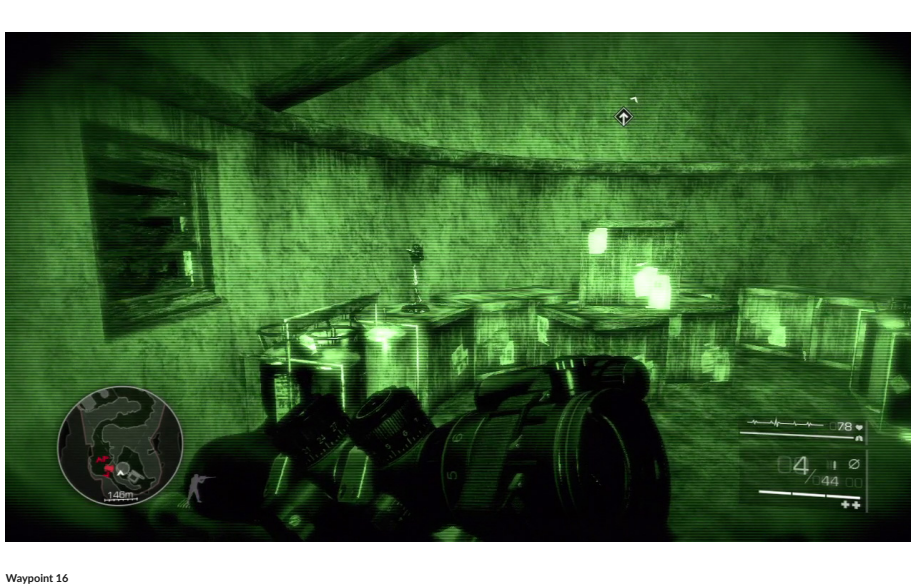
With the guards eliminated, climb the stairs outside the observatory. Enter the observatory from the door at the top.

Act 1: Secret 8

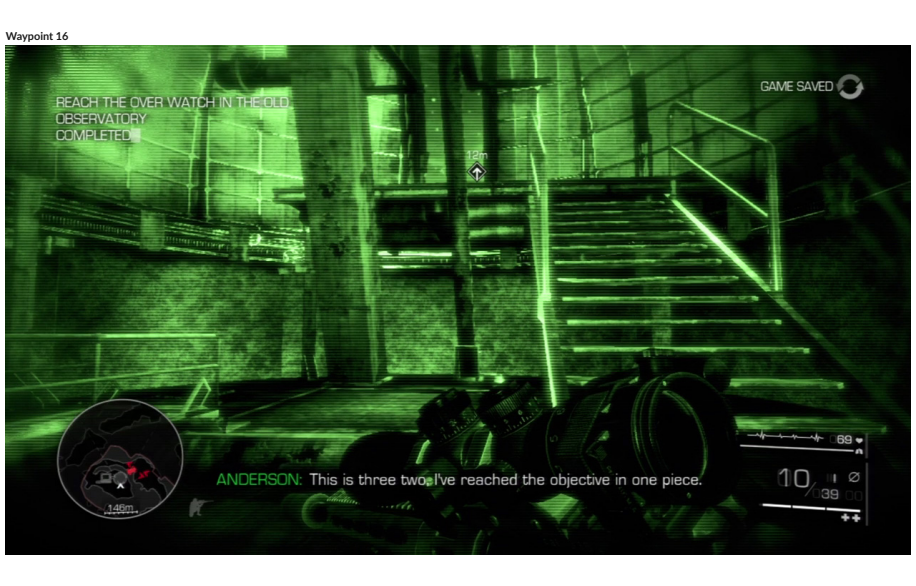


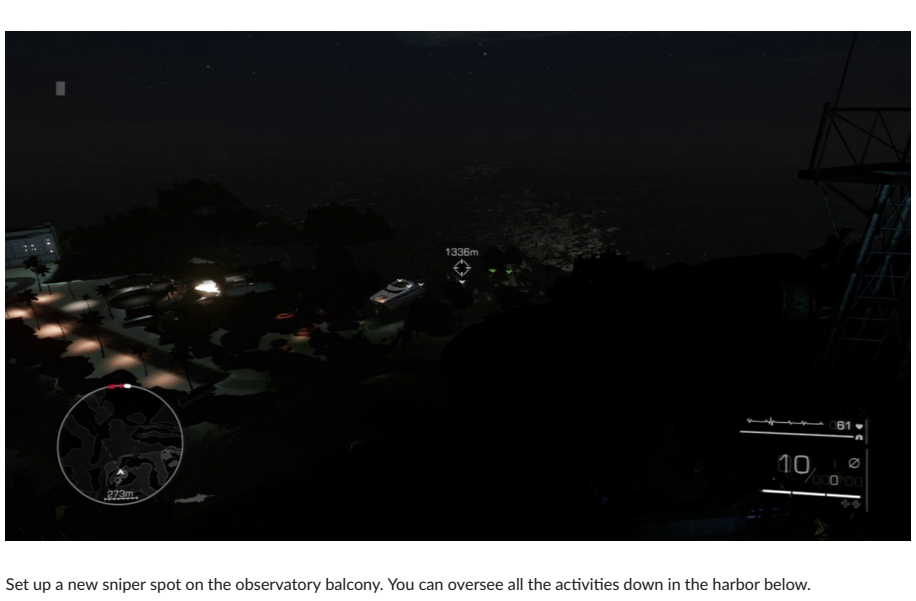
You'll want to collect the eighth secret before you set up your sniping spot atop the observatory. Instead of heading right on the crosswalk to reach the observatory top, go left. You'll find an open door only a few meters away that leads into an abandoned storage room with the statue sitting on a crate.



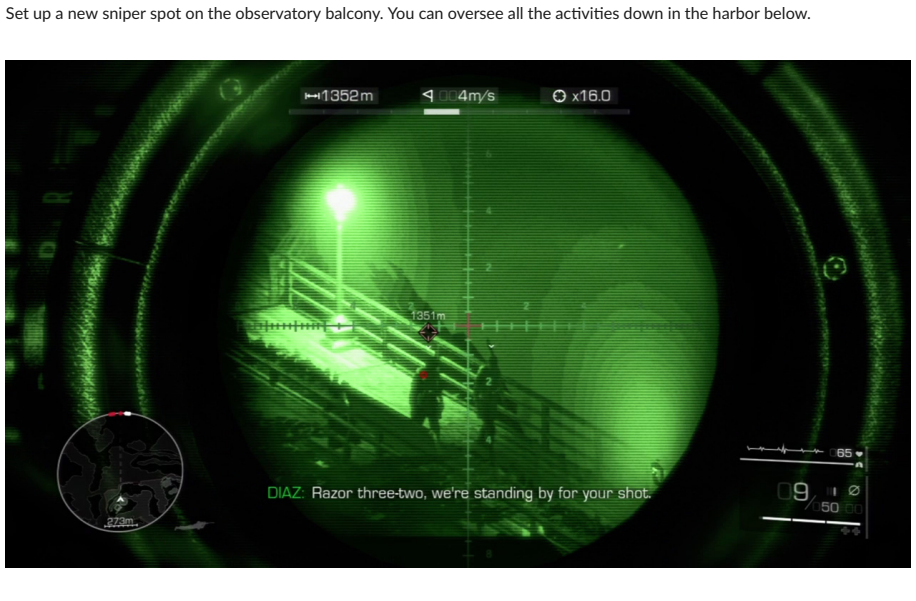


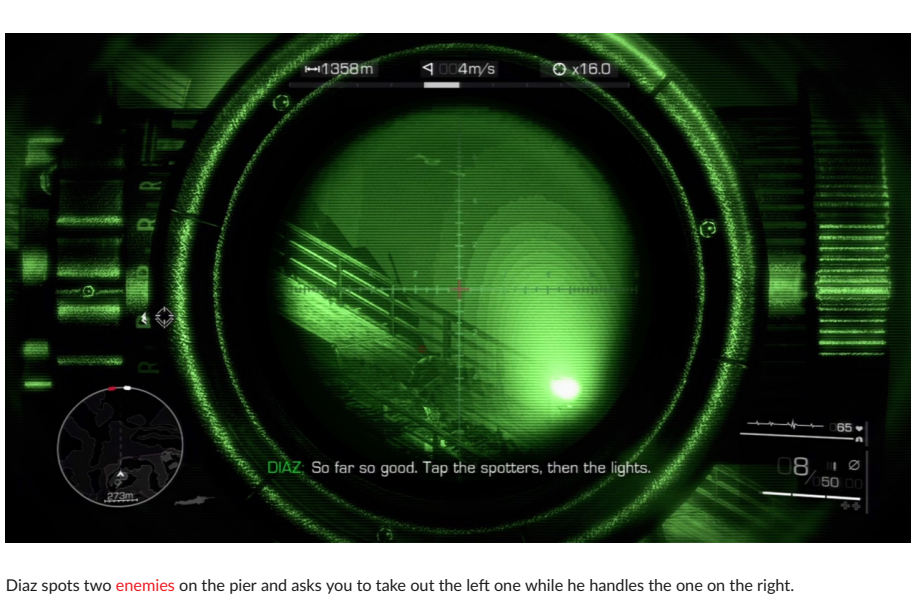
Waypoint 16


REACH THE OVERWATCH IN THE OBSERVATORY
COMPLETED
GAME SAVED
ANDERSON: This is three two. We've reached the objective in one piece.



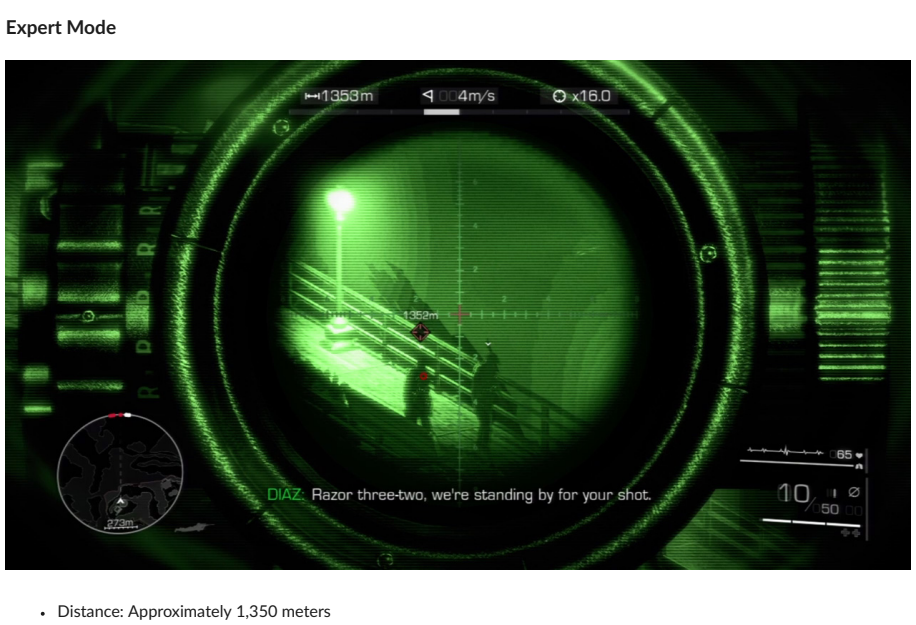
Set up a new sniper spot on the observatory balcony. You can oversee all the activities down in the harbor below.


1352m
4m/s
x16.0
1351m
DIAZ: Razor three-two, we're standing by for your shot.


1358m
4m/s
x16.0
DIAZ: So far so good. Tap the spotters, then the lights.

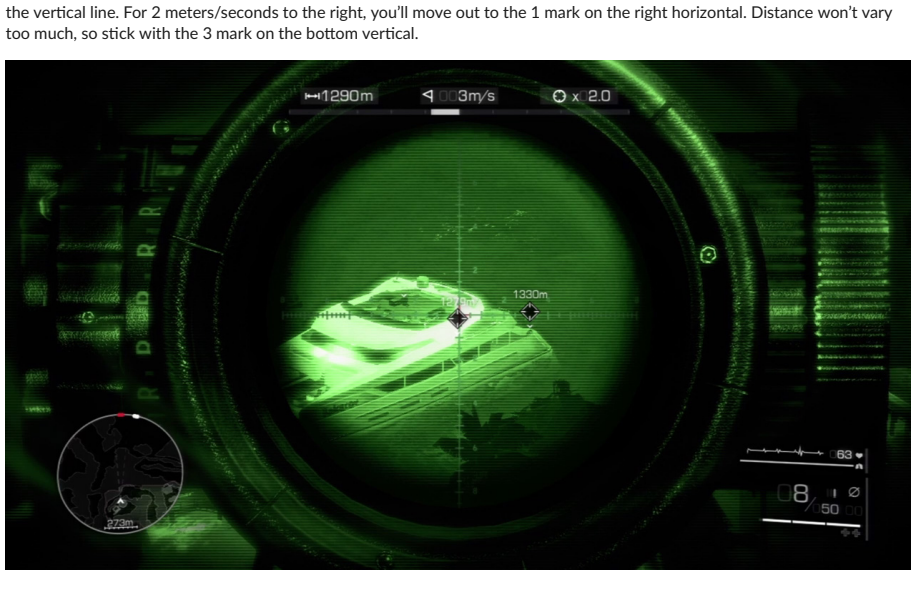
Diaz spots two enemies on the pier and asks you to take out the left one while he handles the one on the right.

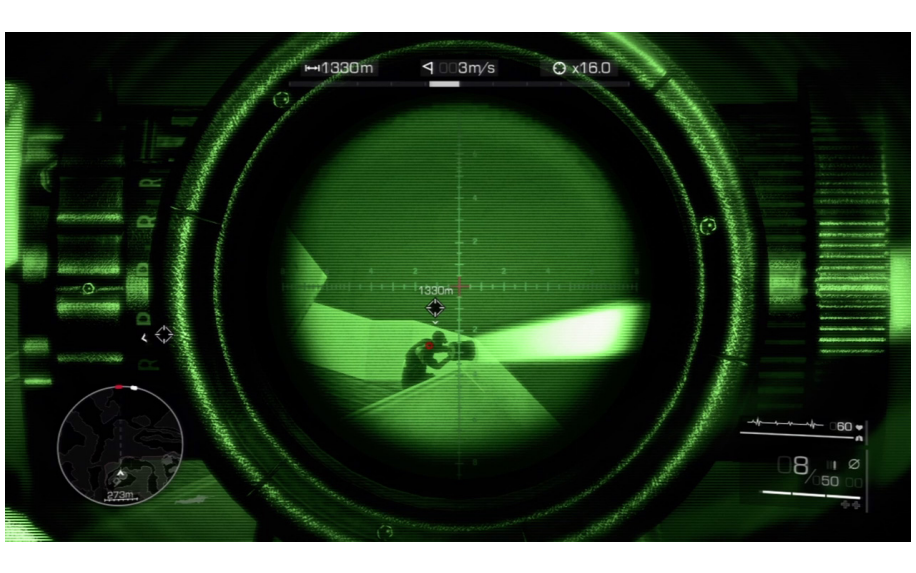
Expert Mode

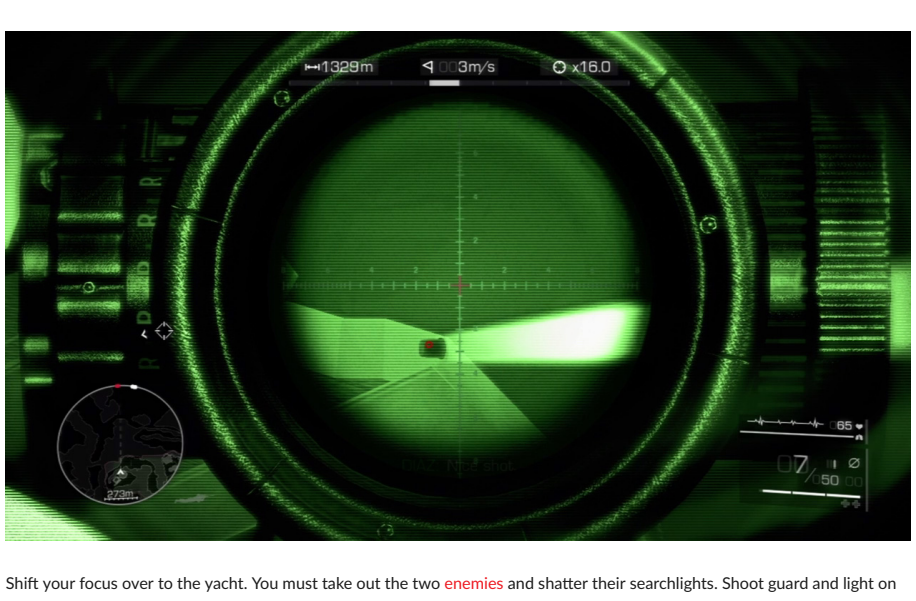

1353m
4m/s
x16.0
DIAZ: Razor three-two, we're standing by for your shot.

- Distance: Approximately 1,350 meters
- Wind: 4 meters/second (blowing left)
- Magnification: 16x

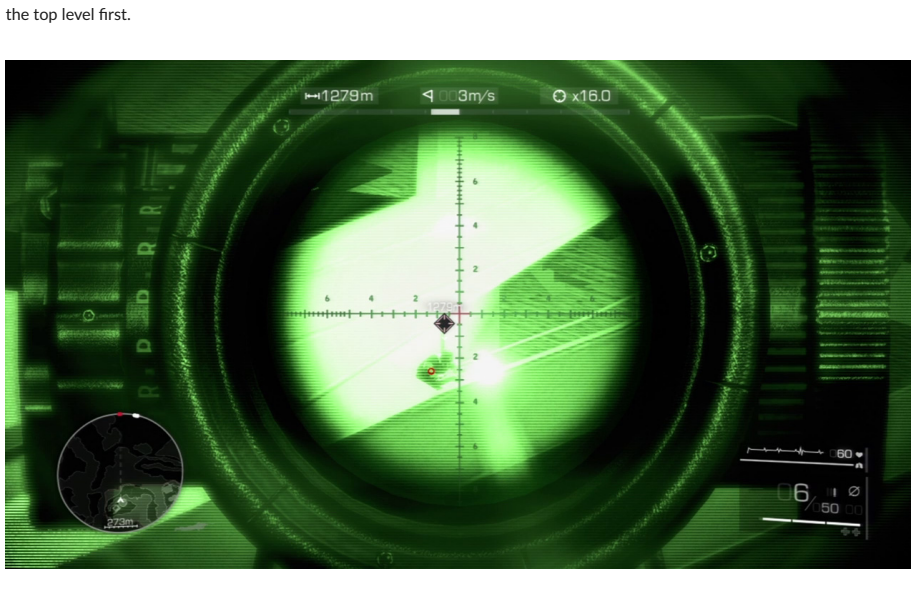
For these first long shots on the beach, compensate to the left and down. The shot hits at approximately the 2 mark on the left horizontal and the 3 mark on the bottom vertical line. Watch for the wind to shift during the mission and adjust accordingly. If it's blowing 2 meters/second to the left, you'll move in to the 1 mark on the left horizontal. A 0 for wind means dead center on the vertical line. For 2 meters/seconds to the right, you'll move out to the 1 mark on the right horizontal. Distance won't vary too much, so stick with the 3 mark on the bottom vertical.

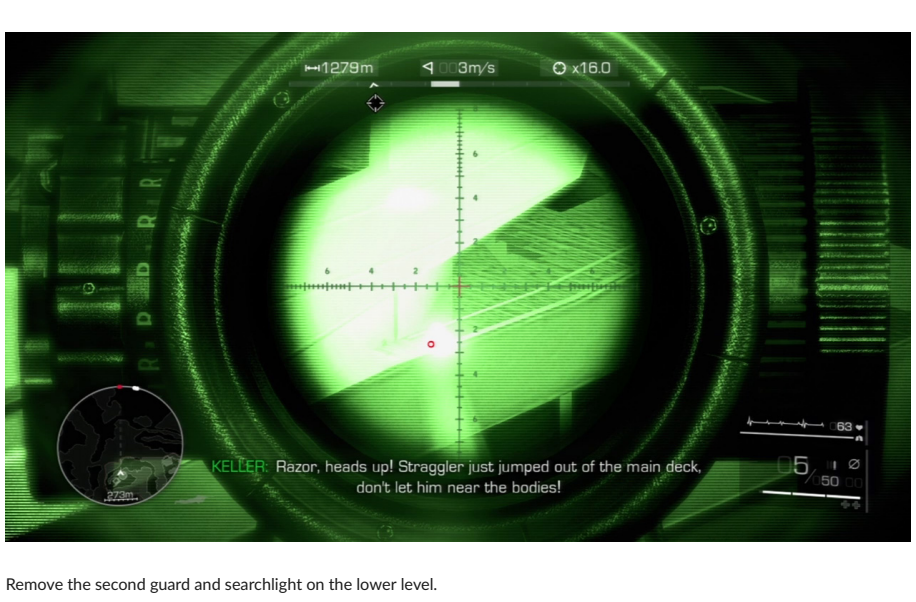

1290m
3m/s
x 2.0
1330m


1330m
3m/s
x16.0
1330m

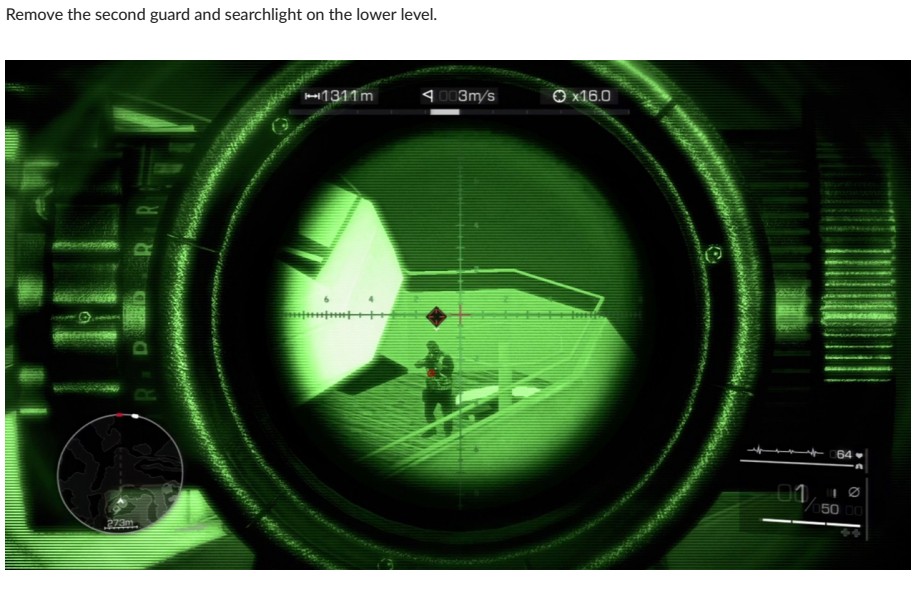

1329m
3m/s
x16.0

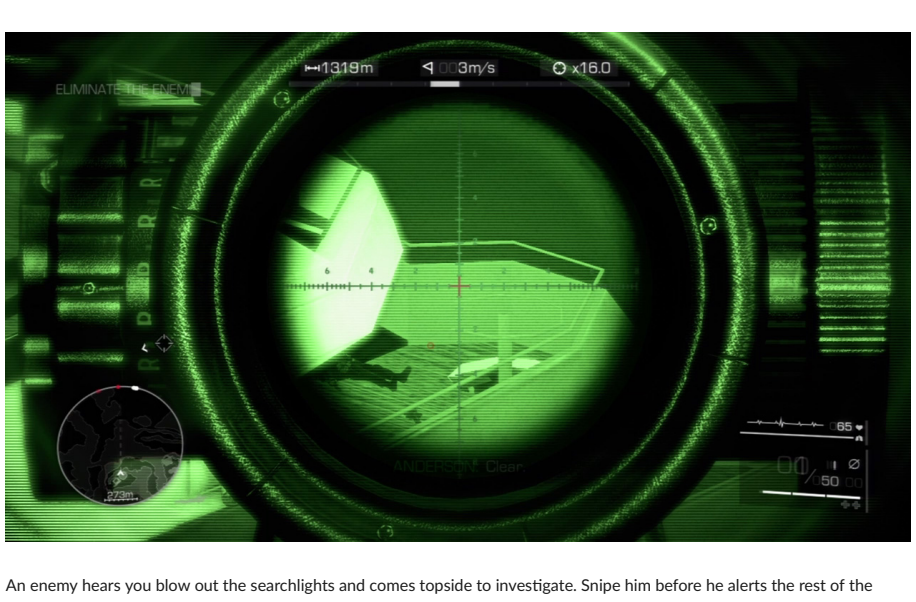
Shift your focus over to the yacht. You must take out the two enemies and shatter their searchlights. Shoot guard and light on the top level first.


1278m
3m/s
x16.0

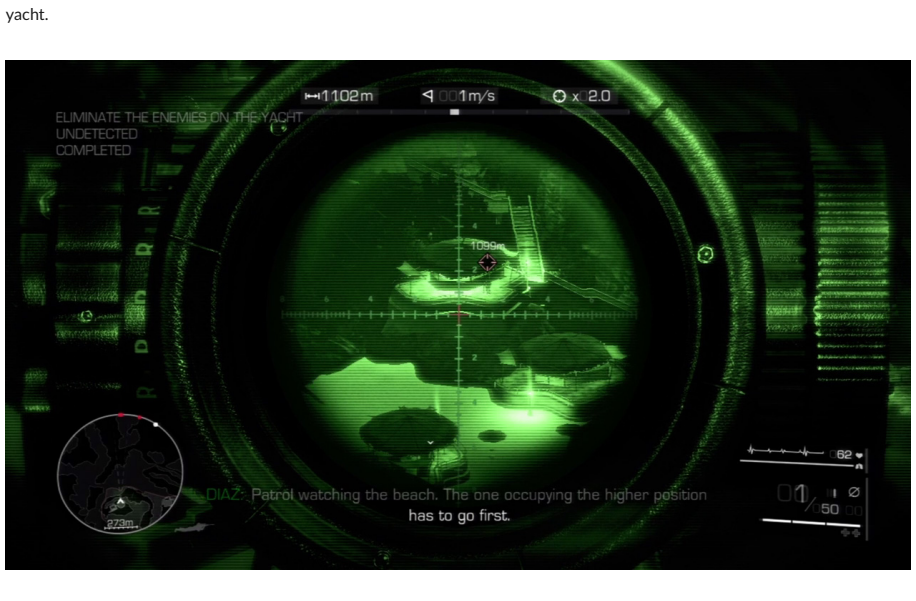

1278m
3m/s
x16.0
KELLER: Razor, heads up! Straggler just jumped out of the main deck, don't let him near the bodies!

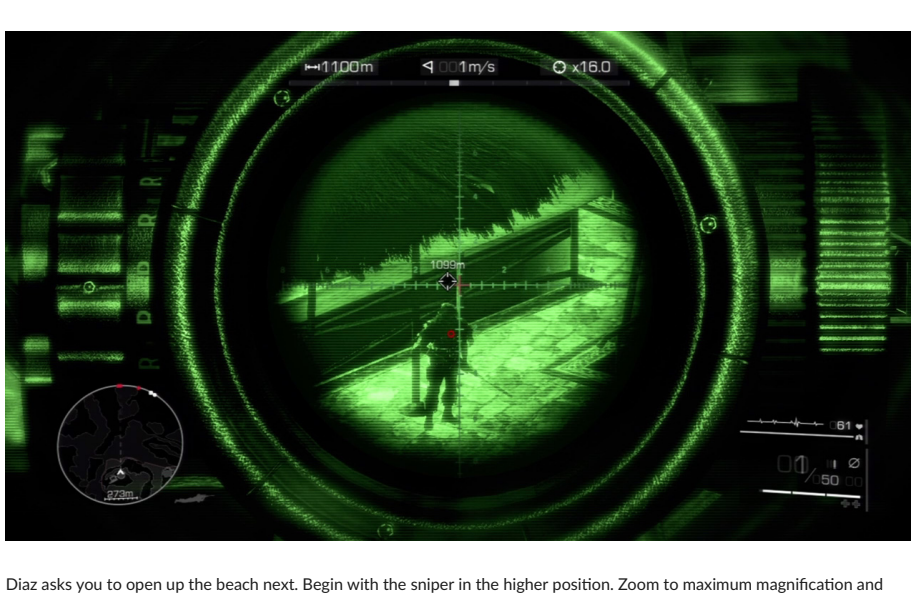
Remove the second guard and searchlight on the lower level.


1311m
3m/s
x16.0

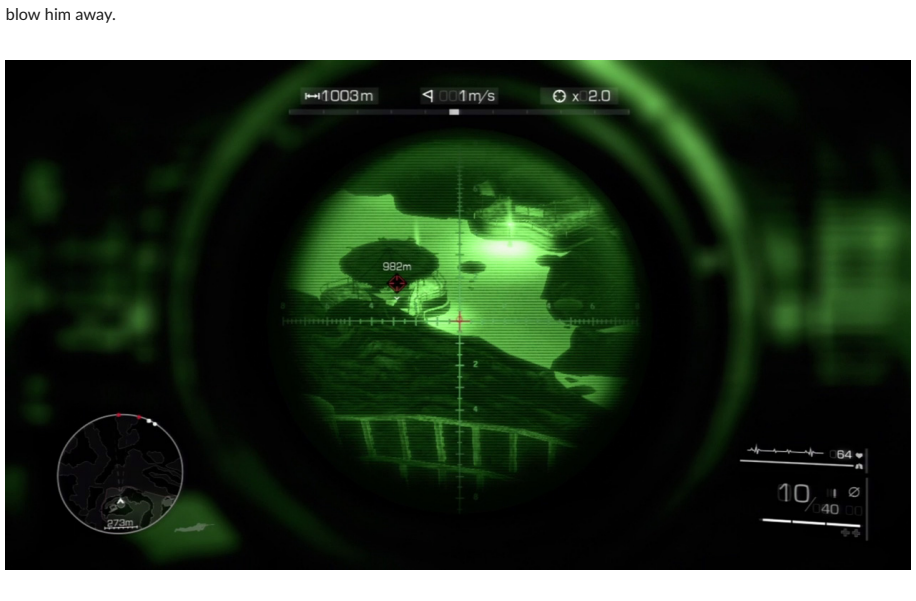

1318m
3m/s
x16.0

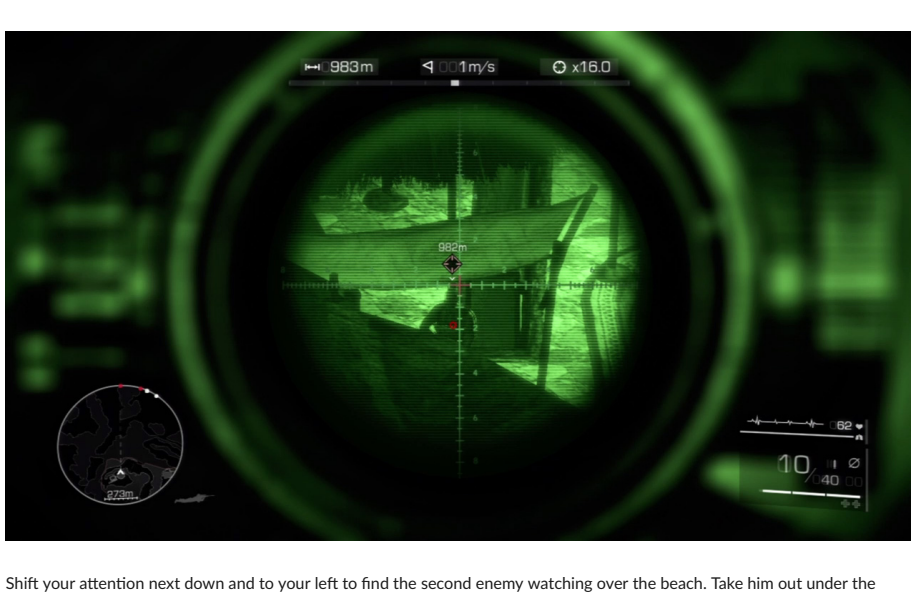
An enemy hears you blow out the searchlights and comes topside to investigate. Snipe him before he alerts the rest of the yacht.


1102m
1m/s
x 2.0
ELIMINATE THE ENEMIES ON THE YACHT
UNDETECTED
COMPLETED
DIAZ: Patrol watching the beach. The one occupying the higher position has to go first.

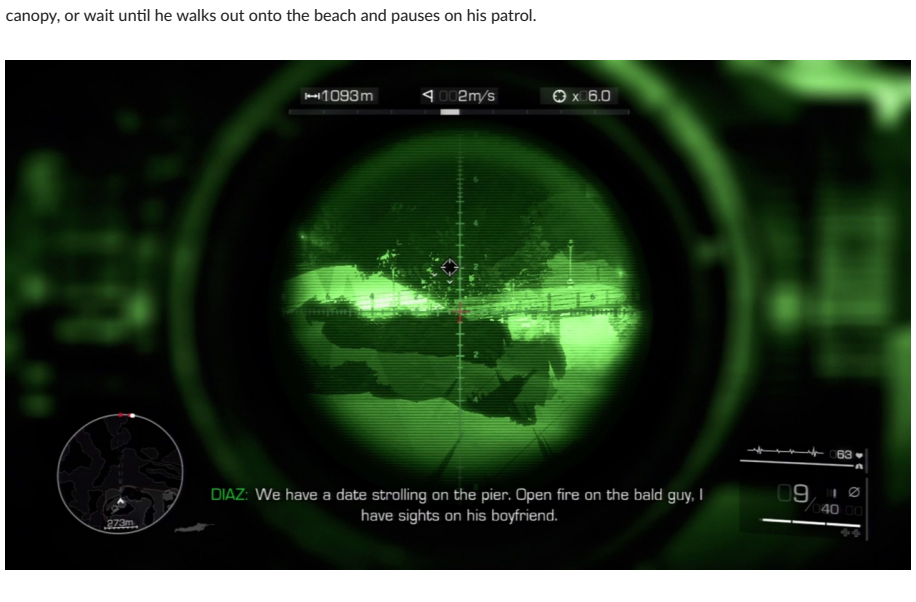

1100m
1m/s
x16.0

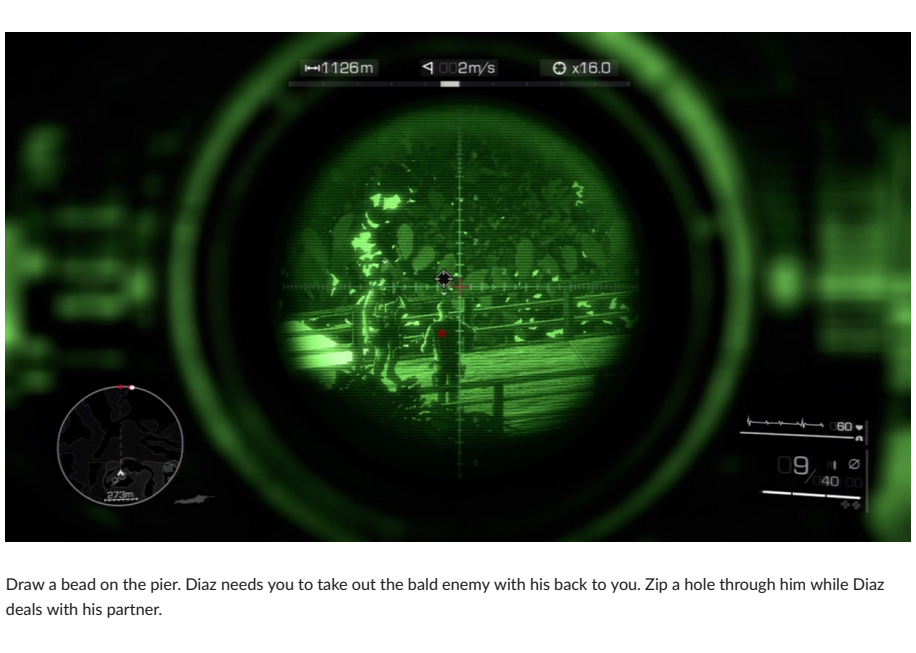
Diaz asks you to open up the beach next. Begin with the sniper in the higher position. Zoom to maximum magnification and blow him away.


1003m
1m/s
x 2.0

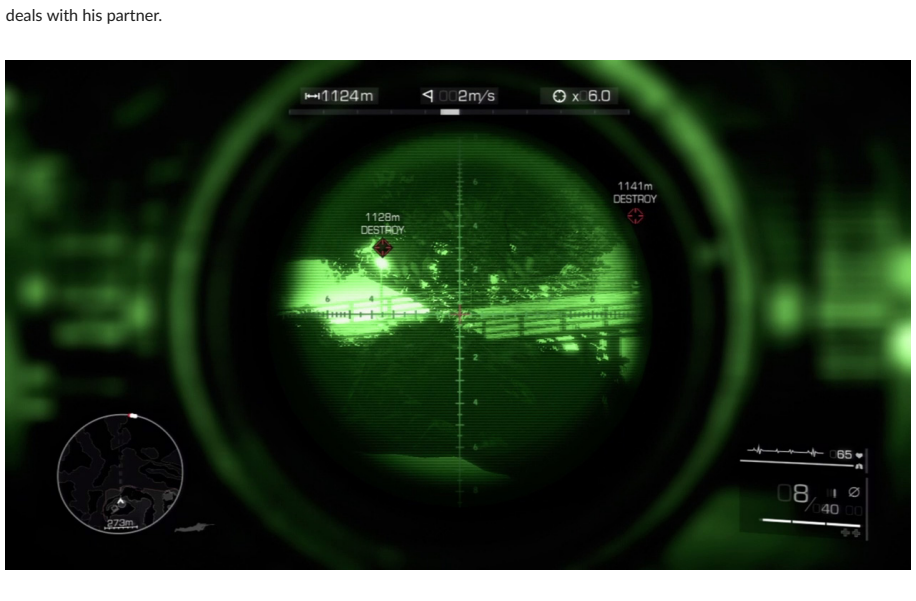

983m
1m/s
x16.0

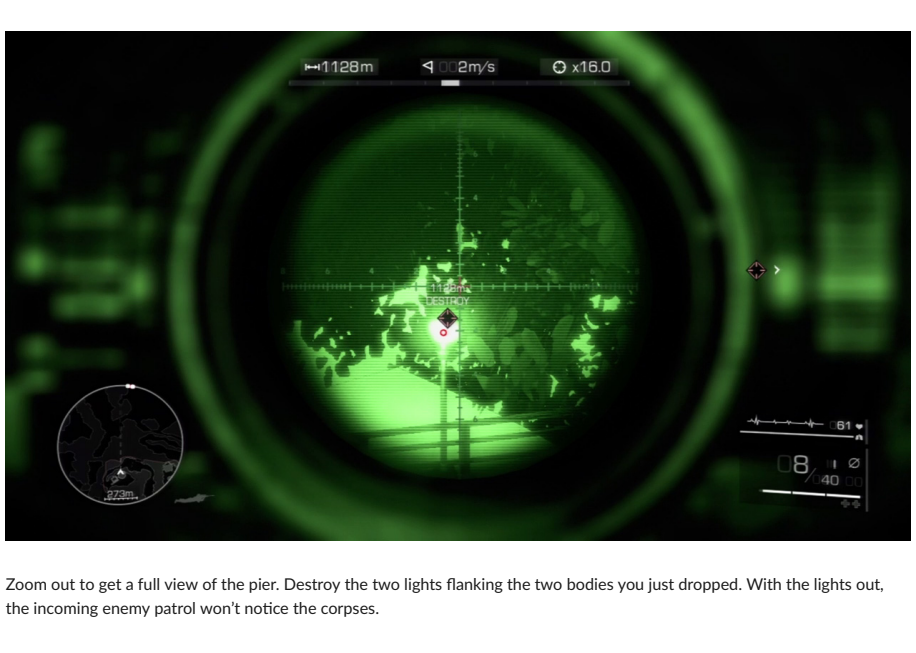
Shift your attention next down and to your left to find the second enemy watching over the beach. Take him out under the canopy, or wait until he walks out onto the beach and pauses on his patrol.


1093m
2m/s
x 6.0
DIAZ: We have a date strolling on the pier. Open fire on the bald guy. I have sights on his boyfriend.

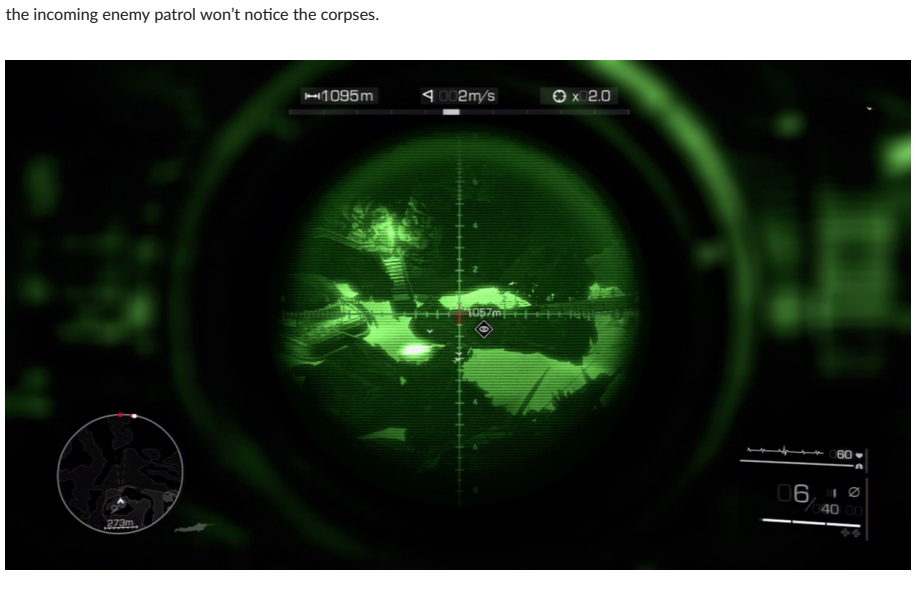

1126m
2m/s
x16.0

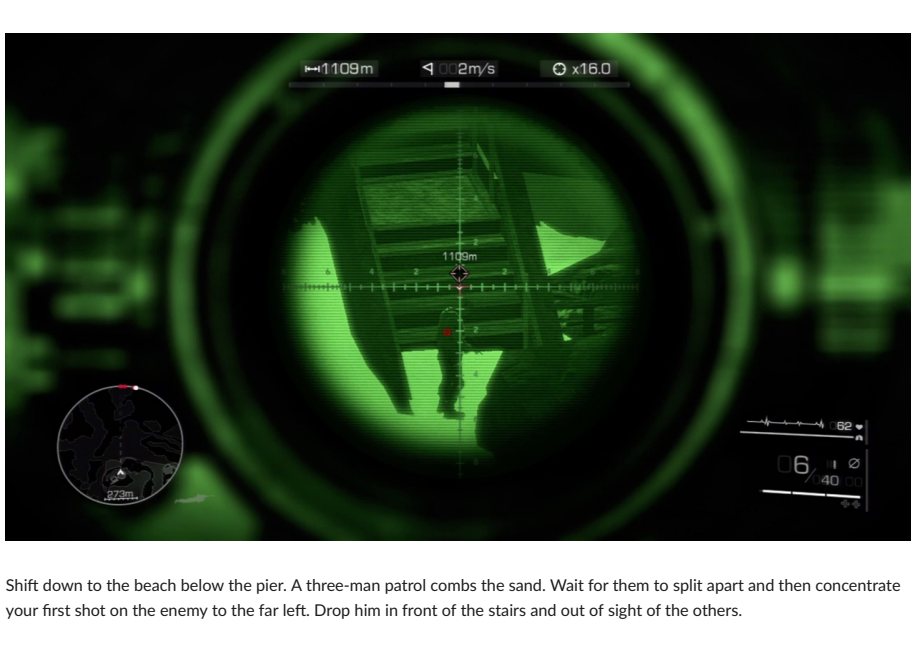
Draw a bead on the pier. Diaz needs you to take out the bald enemy with his back to you. Zip a hole through him while Diaz deals with his partner.


1124m
2m/s
x 6.0
1126m
DESTROY
1141m
DESTROY

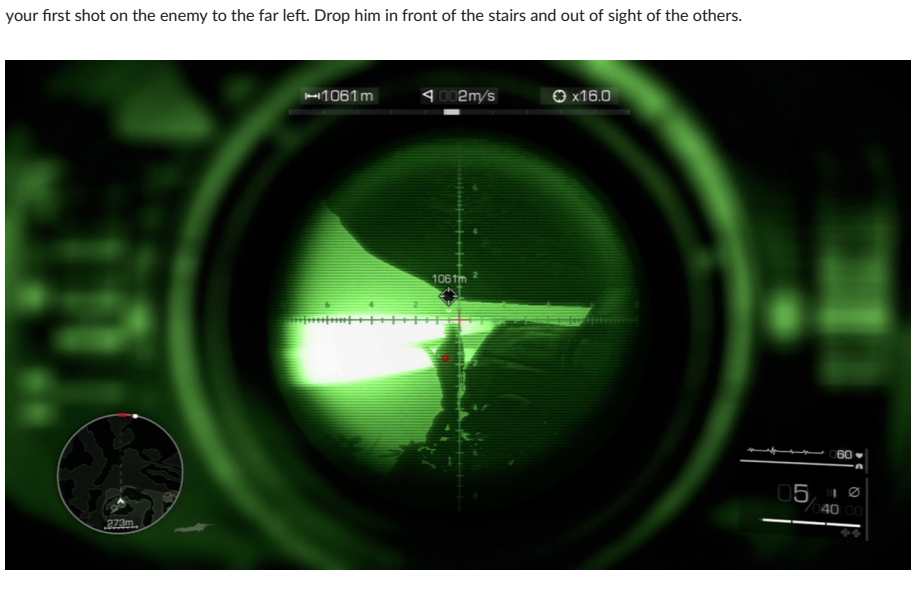

1128m
2m/s
x16.0

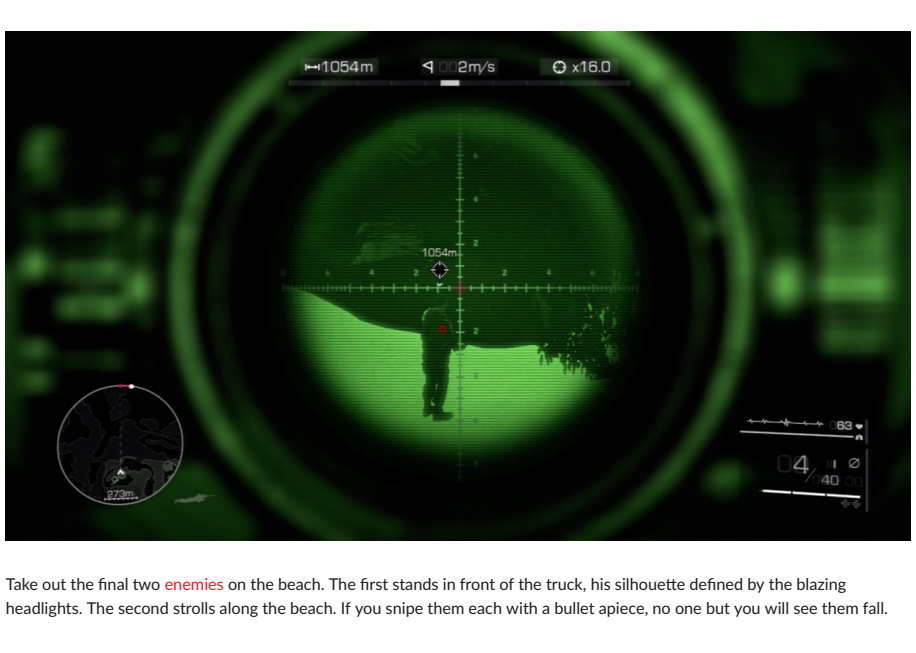
Zoom out to get a full view of the pier. Destroy the two lights flanking the two bodies you just dropped. With the lights out, the incoming enemy patrol won't notice the corpses.


1095m
2m/s
x 2.0

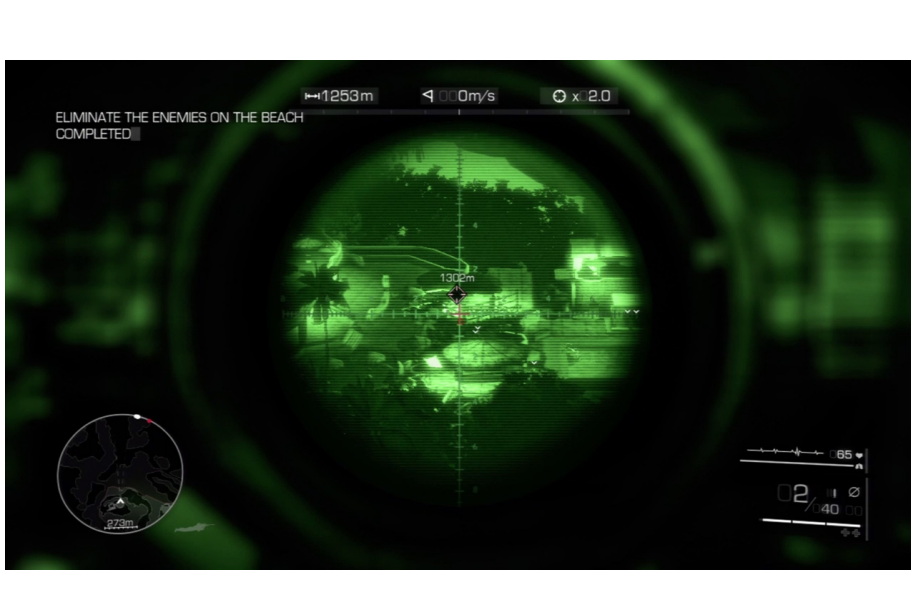

1109m
2m/s
x16.0
1109m

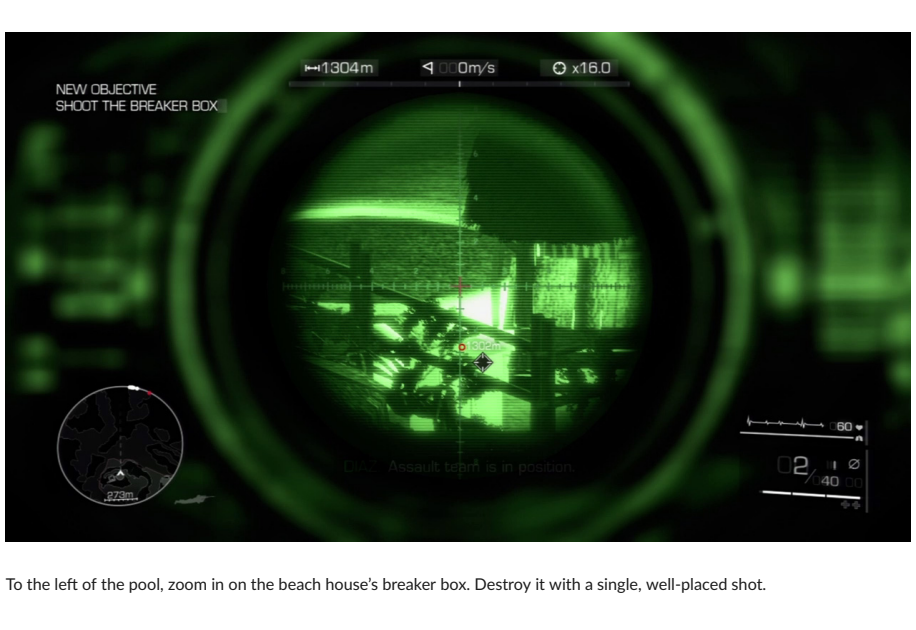
Shift down to the beach below the pier. A three-man patrol combs the sand. Wait for them to split apart and then concentrate your first shot on the enemy to the far left. Drop him in front of the stairs and out of sight of the others.


1061m
2m/s
x16.0

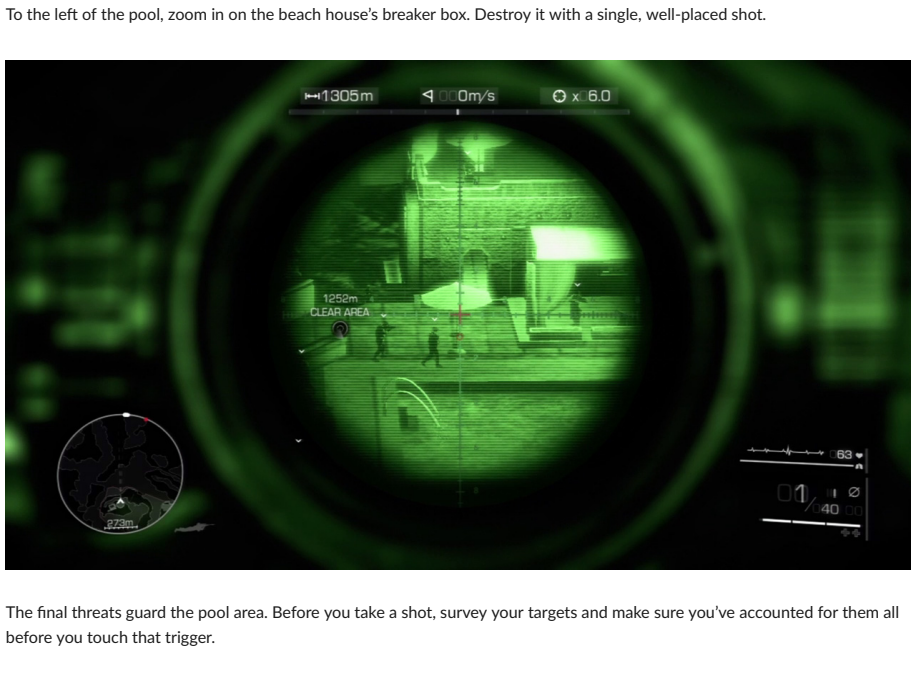

1054m
2m/s
x16.0

Take out the final two enemies on the beach. The first stands in front of the truck, his silhouette defined by the blazing headlights. The second strolls along the beach. If you snipe them each with a bullet apiece, no one but you will see them fall.

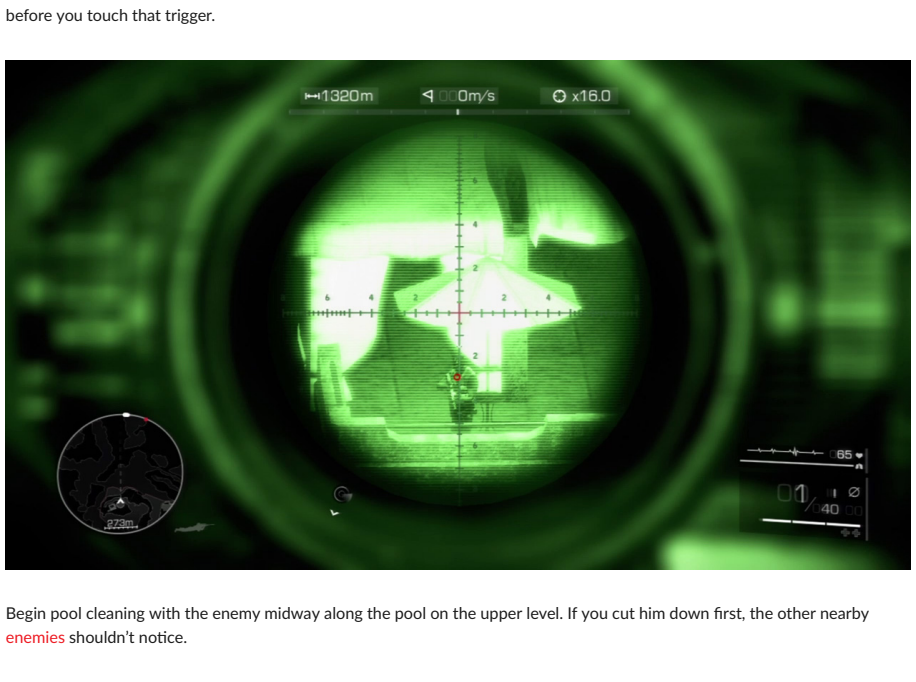

1253m
0m/s
x 2.0
ELIMINATE THE ENEMIES ON THE BEACH
COMPLETED


1204m
0m/s
x16.0
NEW OBJECTIVE
SHOOT THE BREAKER BOX

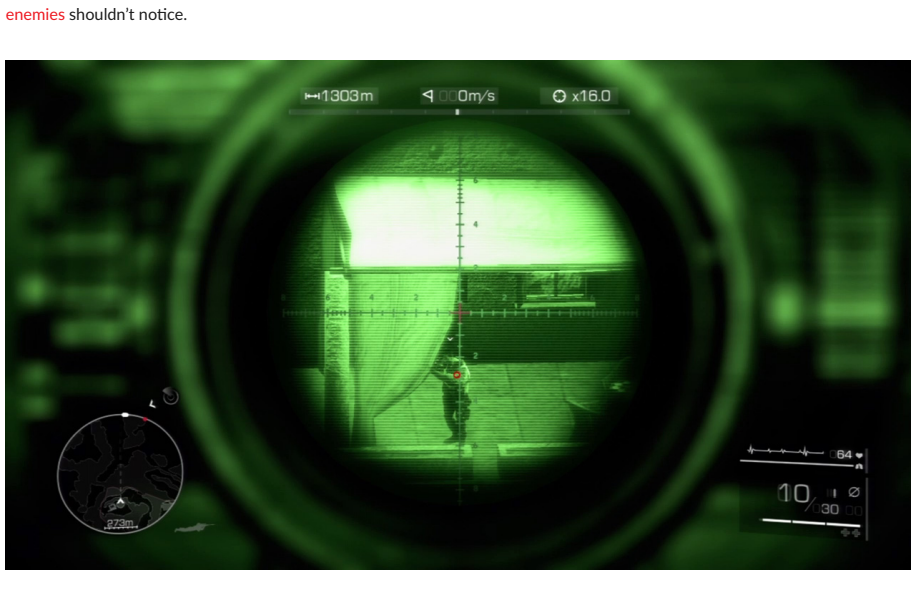
To the left of the pool, zoom in on the beach house's breaker box. Destroy it with a single, well-placed shot.

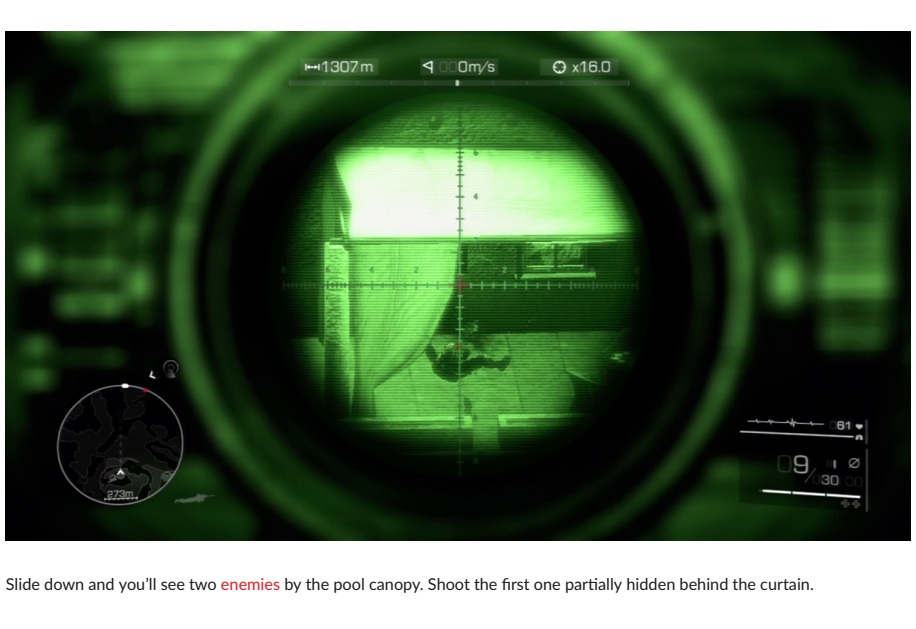

1305m
0m/s
x 6.0
1252m
CLEAR AREA

The final threats guard the pool area. Before you take a shot, survey your targets and make sure you've accounted for them all before you touch that trigger.

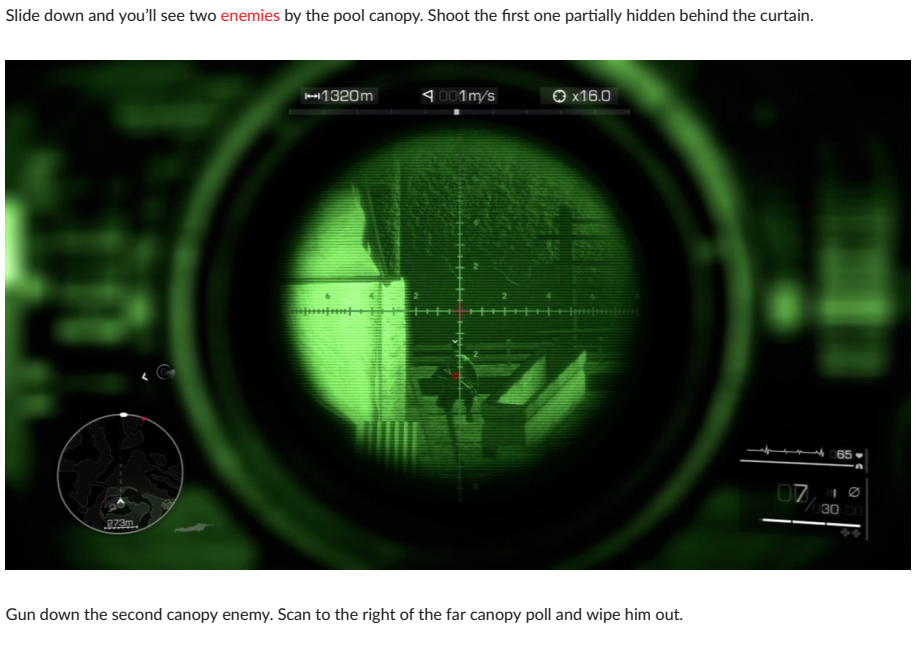

1320m
0m/s
x16.0

Begin pool cleaning with the enemy midway along the pool on the upper level. If you cut him down first, the other nearby enemies shouldn't notice.

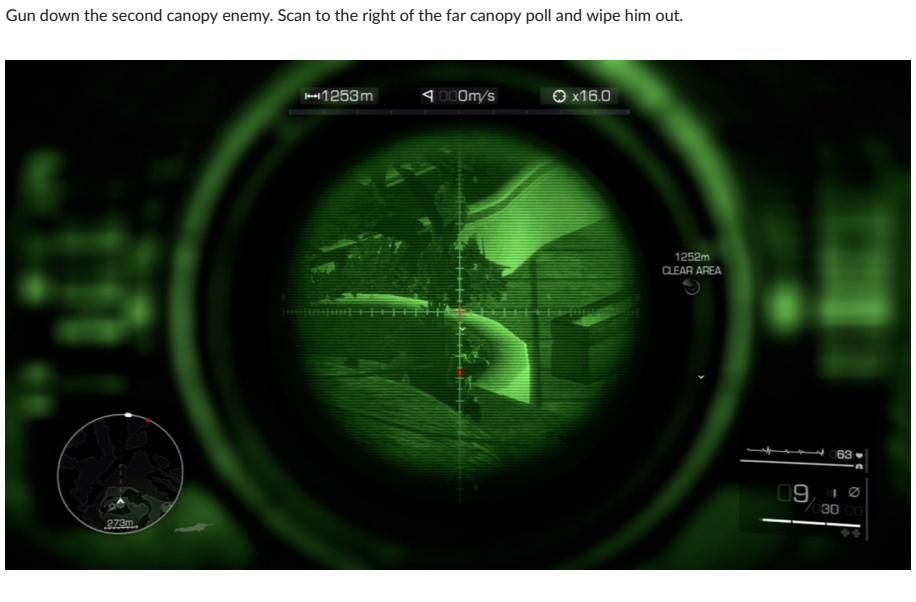

1303m
0m/s
x16.0

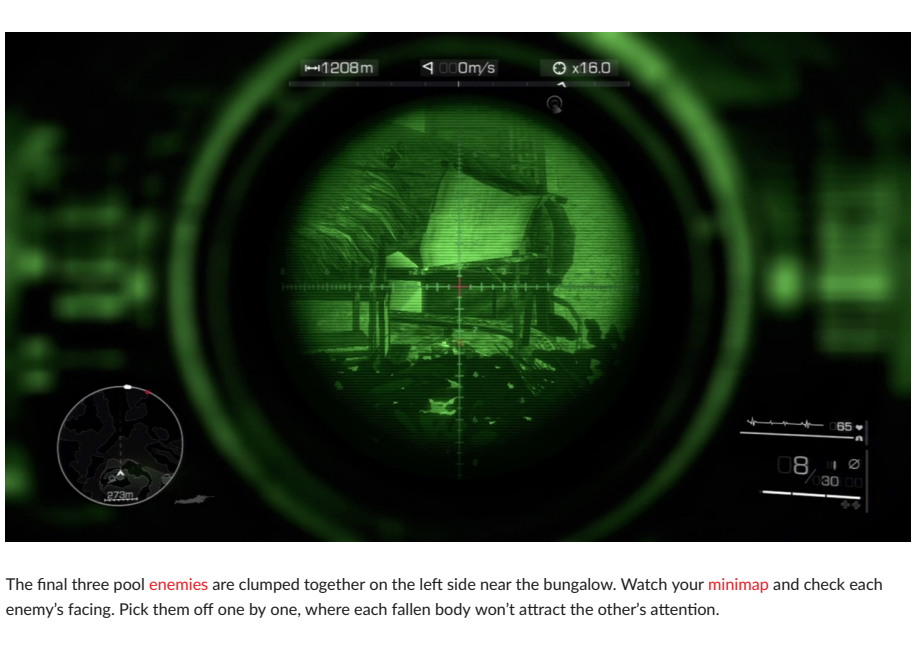

1307m
0m/s
x16.0

Slide down and you'll see two enemies by the pool canopy. Shoot the first one partially hidden behind the curtain.

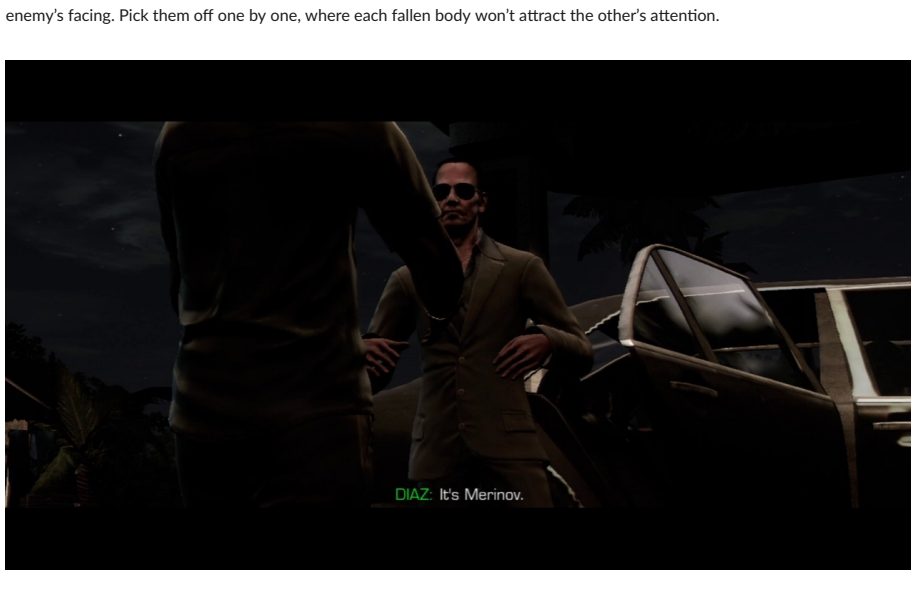

1320m
1m/s
x16.0

Gun down the second canopy enemy. Scan to the right of the far canopy poll and wipe him out.


1253m
0m/s
x16.0
1252m
CLEAR AREA


1208m
0m/s
x16.0

The final three pool enemies are clumped together on the left side near the bungalow. Watch your minimap and check each enemy's facing. Pick them off one by one, where each fallen body won't attract the other's attention.


DIAZ: It's Merinov.

personally requested you for this mission?

The bigwigs finally arrive. As you zoom in for a look, you're shocked to see that the big player is an "old friend," Merinov. Apparently, your dealings with him in Sarajevo made him a bitter enemy, and Diaz recruited you specifically for the job of taking him down.

As the team advances on Merinov and his men, they realize something is wrong. A huge firefight breaks out.

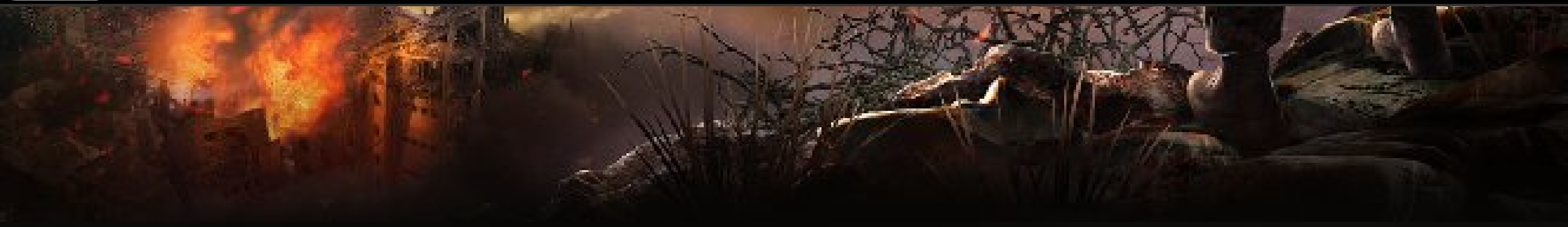
Do as much as you can to protect the team. Zoom in on the enemy horde and fire relentlessly to save your men.

No matter what you do, you can't stop the enemy's advance. Many die; Diaz and Nichols get captured. You request permission to attack the captors; however, to your frustration, you're ordered to disengage and follow them instead. You may lose your partner, but the bio-weapon is of utmost importance.

Achievement Unlock: Distance Matters Not

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

At the end of this mission, you should pick off your twentieth tango at a range of 600 meters or greater. As soon as you do, you accomplish the "Distance Matters Not" achievement. If you don't, you'll have a hell of a time completing this mission.



Mission 3: Leave No Man Behind

3.1 Overview

Click here for interactive map

Mission Overview

On the trail of the bio-agent, you're also in a race against time to save the captured Diaz and Nichols. From beach to mountaintop, you will eliminate and evade as you climb for the best sniper spot to complete the mission.

Because this is the end of Act 1, you have a chance to complete a few achievements, including "Operation Quarterback" (finish Act 1), "Crocodile Hunter" (find all the secrets in Act 1), and "Bullets Can't Hurt Me" (survive any act without using a medkit).

During your beach assaults, if you eliminate all enemies without raising a single alarm, you earn the "Solid Sandman" achievement.

Objectives

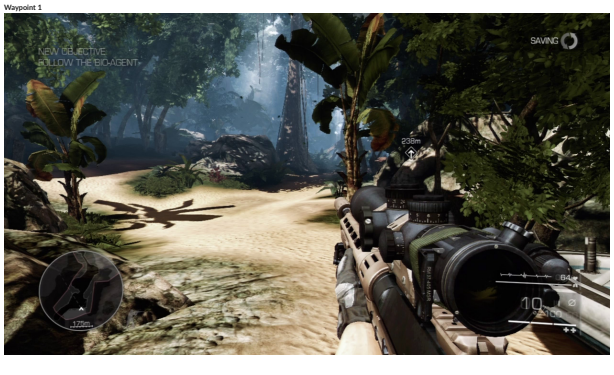
- Follow the bio-agent.
- Eliminate the enemies on the beach.
- Follow the bio-agent.
- Reach the bunker undetected.
- Get through the outpost undetected.
- Eliminate the enemy lookouts.
- Jump into the water.
- Eliminate the enemies in the house.
- Reach the lower cable car station.
- Reach the higher cable car station.
- Eliminate the enemies in the station's vicinity.
- Follow the bio-agent.
- Locate the bio-agent and captured friendlies.
- Cover Diaz.
- Switch position to cover Diaz.
- Cover Diaz.
- Escape the enemy pursuit.

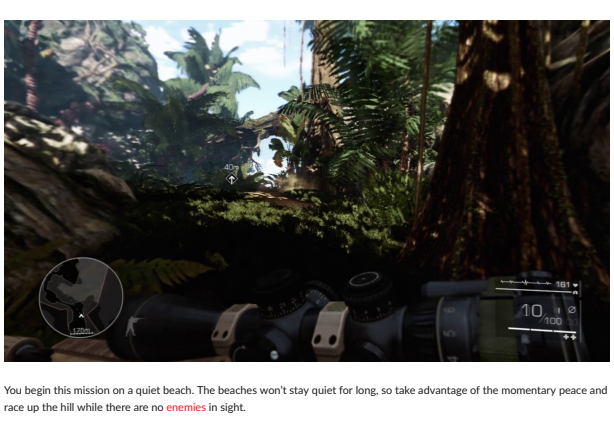
Mission 3: Leave No Man Behind

3.2 Waypoints 1-7

Video is restricted

Waypoint 1





You begin this mission on a quiet beach. The beaches won't stay quiet for long, so take advantage of the momentary peace and race up the hill while there are no enemies in sight.

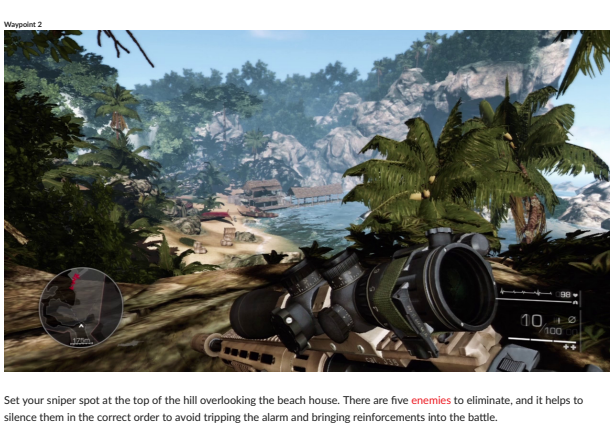
Achievement Unlock: Solid Sandman

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

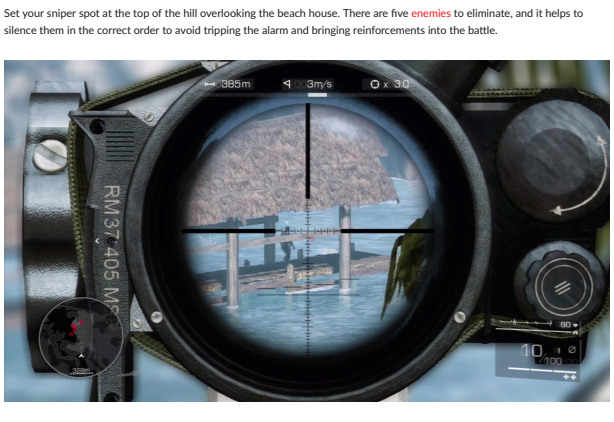
The beaches are swarming with enemies. It's easy to trip the alarm if you miss on a single shot. If you take the time to properly scout out each area and pick off the targets in the correct order, you won't raise the alarm and will earn the "Solid Sandman" achievement.

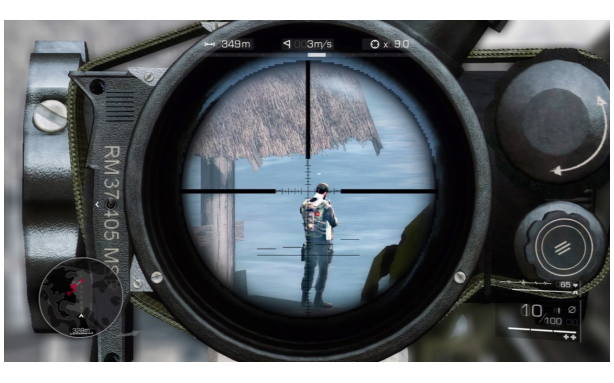
Video is restricted

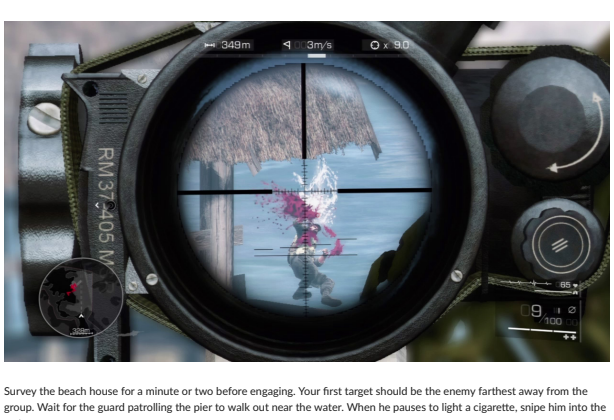
Waypoint 2



Set your sniper spot at the top of the hill overlooking the beach house. There are five enemies to eliminate, and it helps to silence them in the correct order to avoid tripping the alarm and bringing reinforcements into the battle.

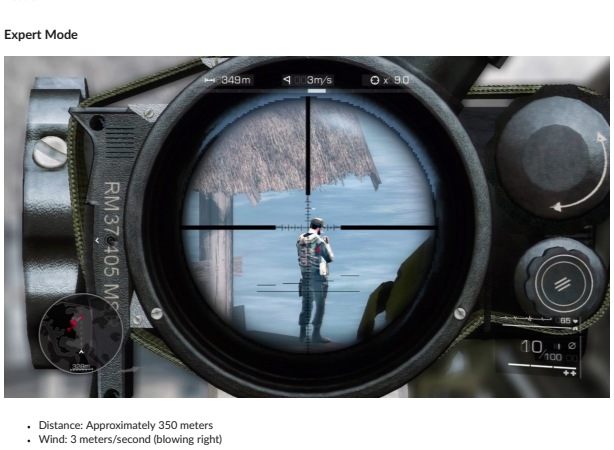






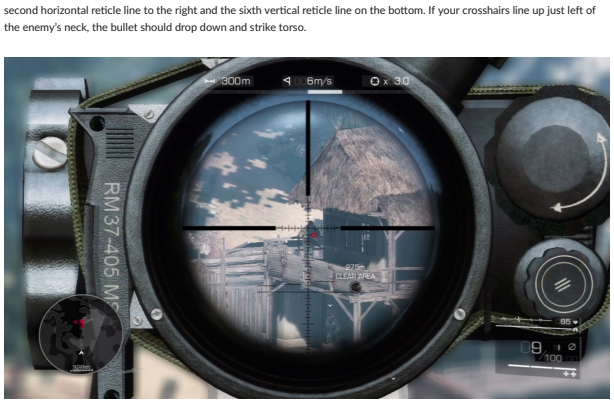
Survey the beach house for a minute or two before engaging. Your first target should be the enemy farthest away from the group. Wait for the guard patrolling the pier to walk out near the water. When he pauses to light a cigarette, snipe him into the waters.

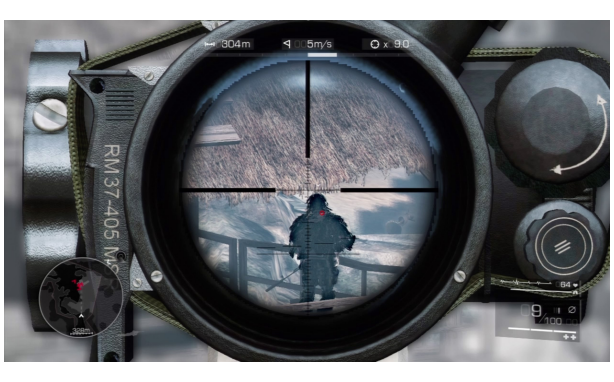
Expert Mode

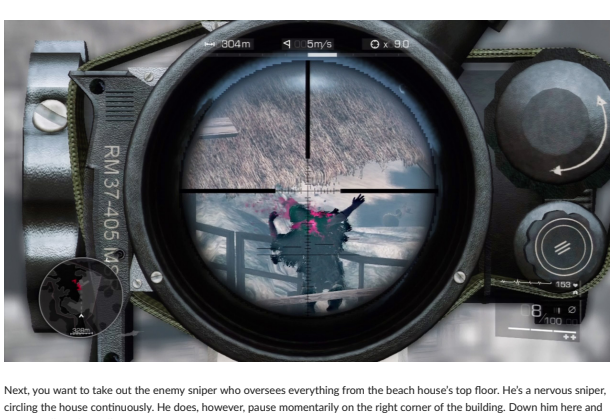


- Distance: Approximately 350 meters
- Wind: 3 meters/second (blowing right)
- Magnification: 9x

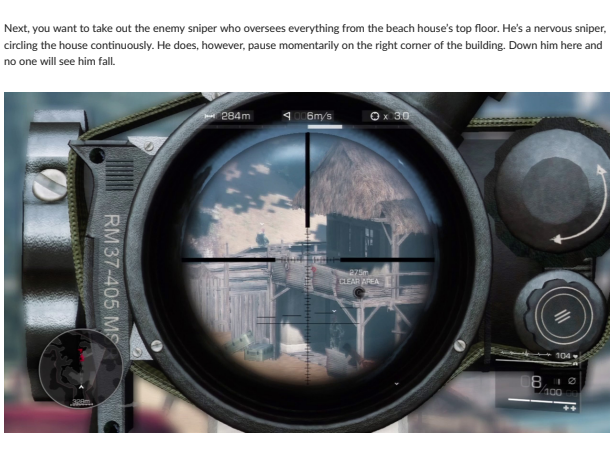
For these first long shots at the beach house, compensate to the right and down. The shots will land approximately on the second horizontal reticle line to the right and the sixth vertical reticle line on the bottom. If your crosshairs line up just left of the enemy's neck, the bullet should drop down and strike torso.

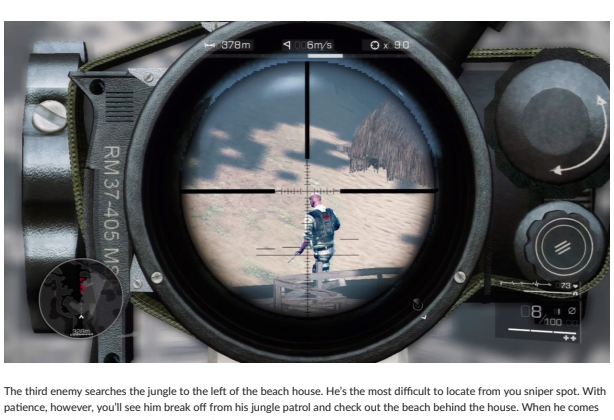




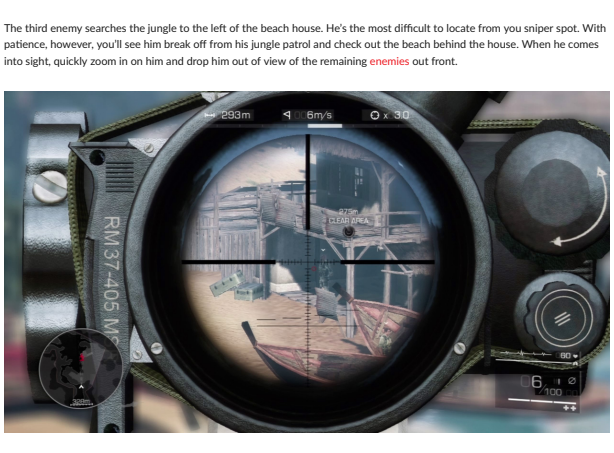


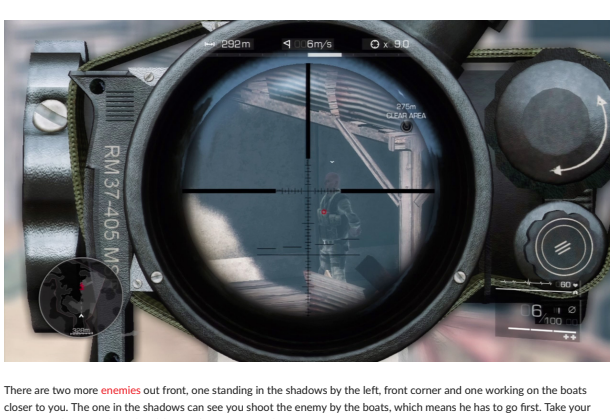
Next, you want to take out the enemy sniper who oversees everything from the beach house's top floor. He's a nervous sniper, circling the house continuously. He does, however, pause momentarily on the right corner of the building. Down him here and no one will see him fall.



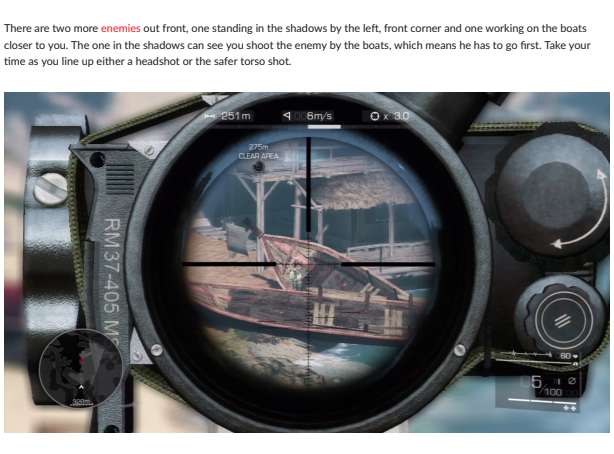


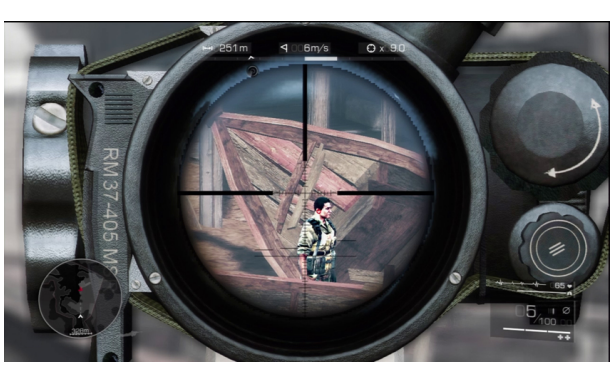
The third enemy searches the jungle to the left of the beach house. He's the most difficult to locate from you sniper spot. With patience, however, you'll see him break off from his jungle patrol and check out the beach behind the house. When he comes into sight, quickly zoom in on him and drop him out of view of the remaining enemies out front.

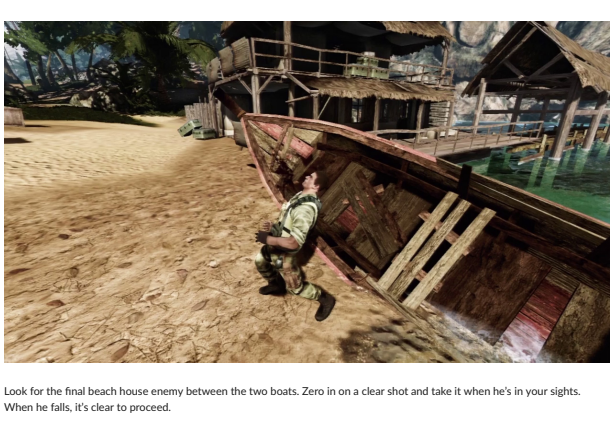




There are two more enemies out front, one standing in the shadows by the left, front corner and one working on the boats closer to you. The one in the shadows can see you shoot the enemy by the boats, which means he has to go first. Take your time as you line up either a headshot or the safer torso shot.

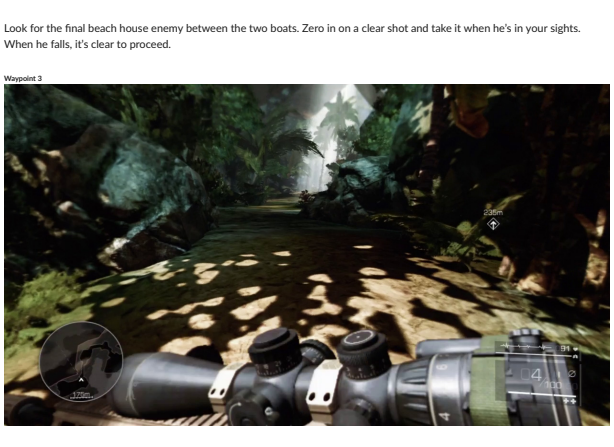


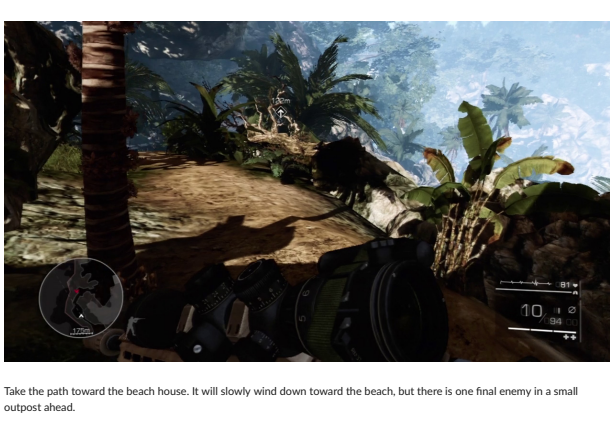




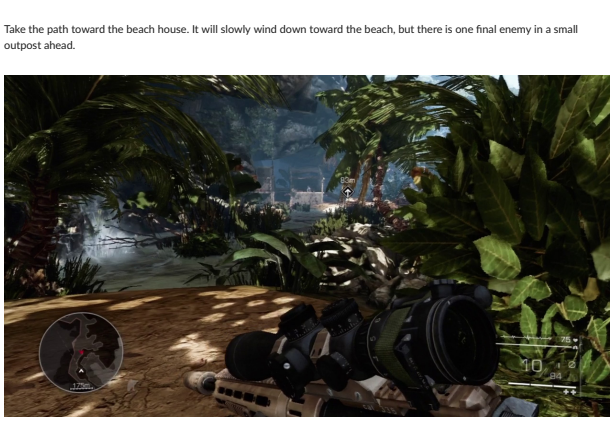
Look for the final beach house enemy between the two boats. Zero in on a clear shot and take it when he's in your sights. When he falls, it's clear to proceed.

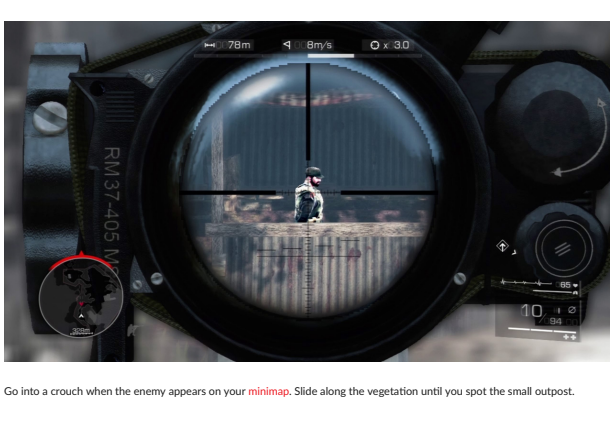
Waypoint 3





Take the path toward the beach house. It will slowly wind down toward the beach, but there is one final enemy in a small outpost ahead.

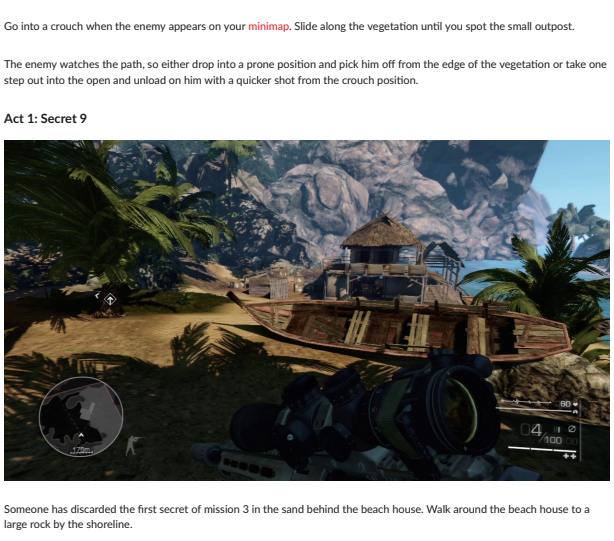




Go into a crouch when the enemy appears on your minimap. Slide along the vegetation until you spot the small outpost.

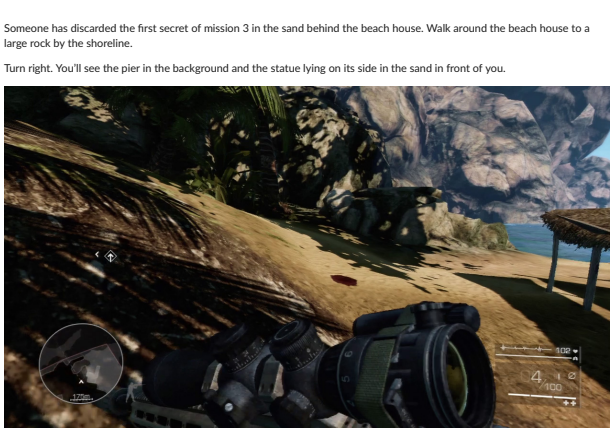
The enemy watches the path, so either drop into a prone position and pick him off from the edge of the vegetation or take one step out into the open and unload on him with a quicker shot from the crouch position.

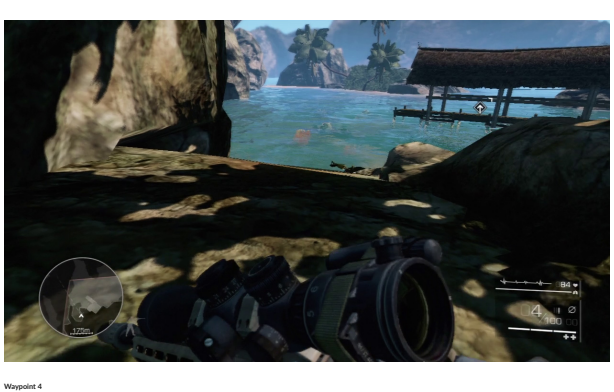
Act 1: Secret 9



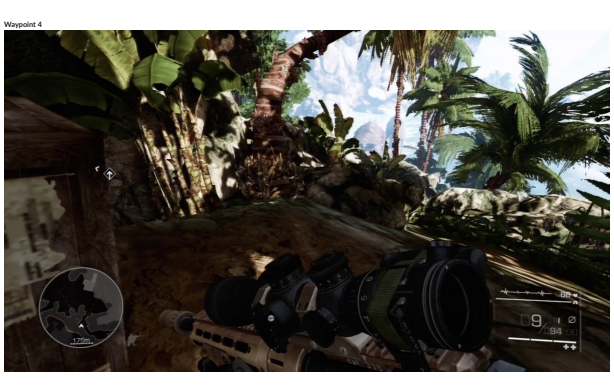
Someone has discarded the first secret of mission 3 in the sand behind the beach house. Walk around the beach house to a large rock by the shoreline.

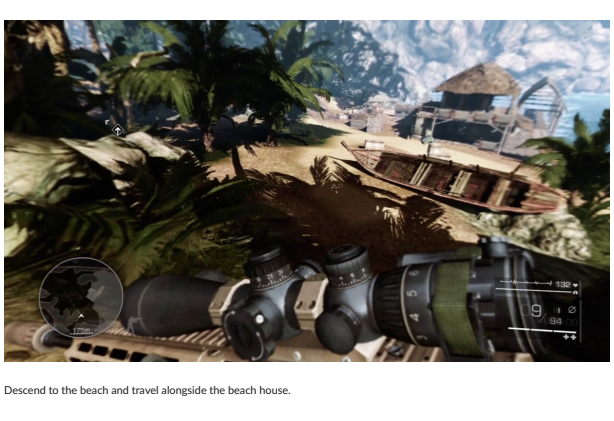
Turn right. You'll see the pier in the background and the statue lying on its side in the sand in front of you.



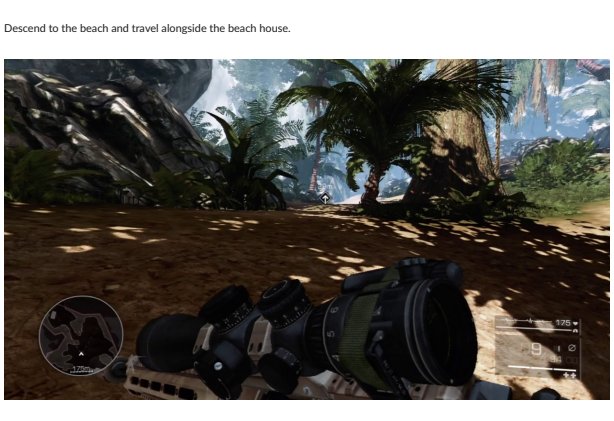


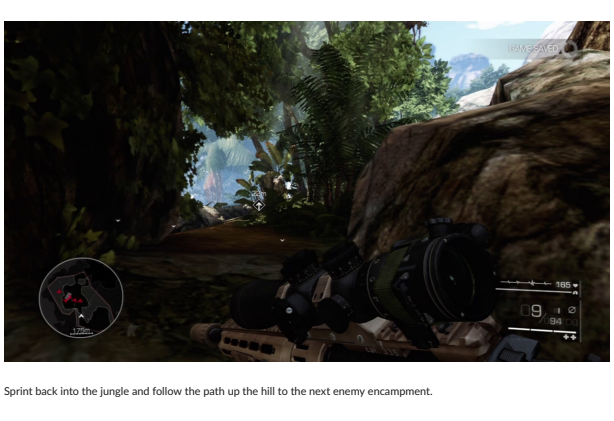
Waypoint 4



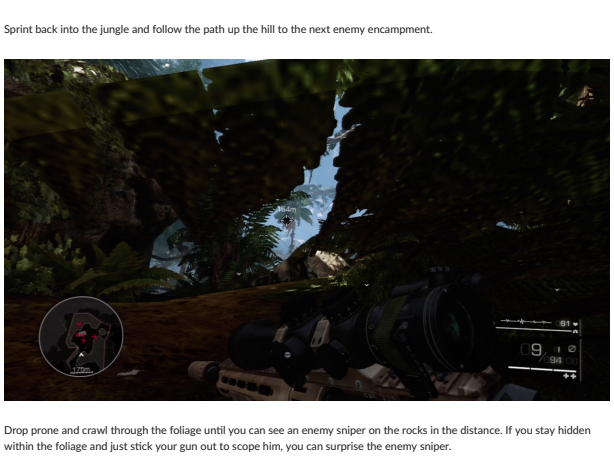


Descend to the beach and travel alongside the beach house.

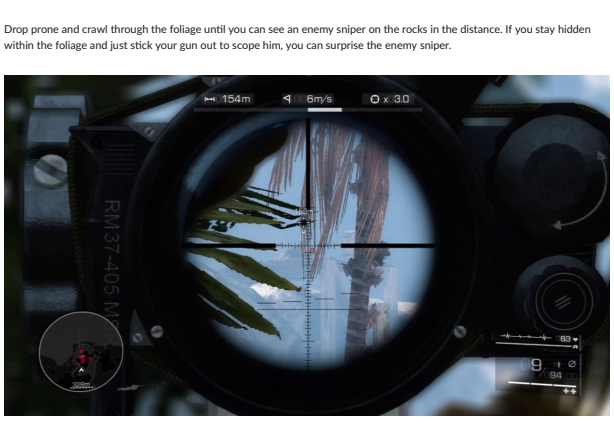


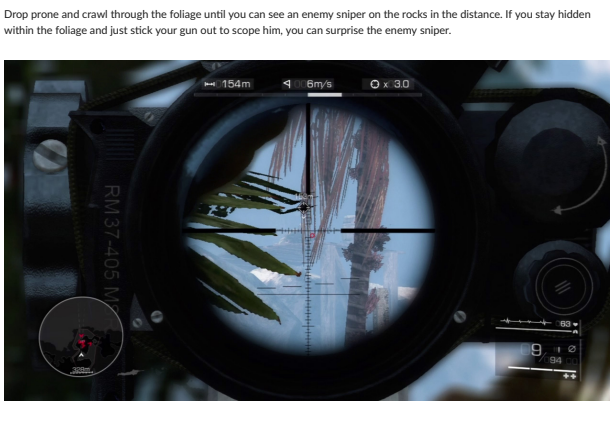


Sprint back into the jungle and follow the path up the hill to the next enemy encampment.

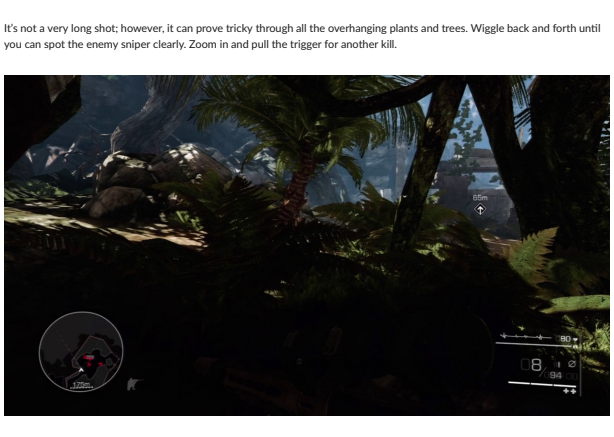


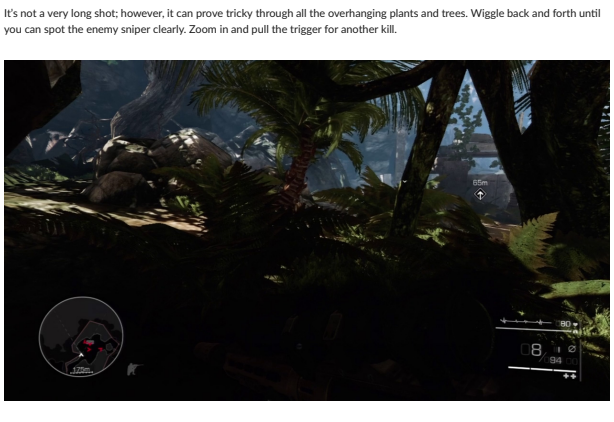
Drop prone and crawl through the foliage until you can see an enemy sniper on the rocks in the distance. If you stay hidden within the foliage and just stick your gun out to scope him, you can surprise the enemy sniper.





It's not a very long shot; however, it can prove tricky through all the overhanging plants and trees. Wiggle back and forth until you can spot the enemy sniper clearly. Zoom in and pull the trigger for another kill.

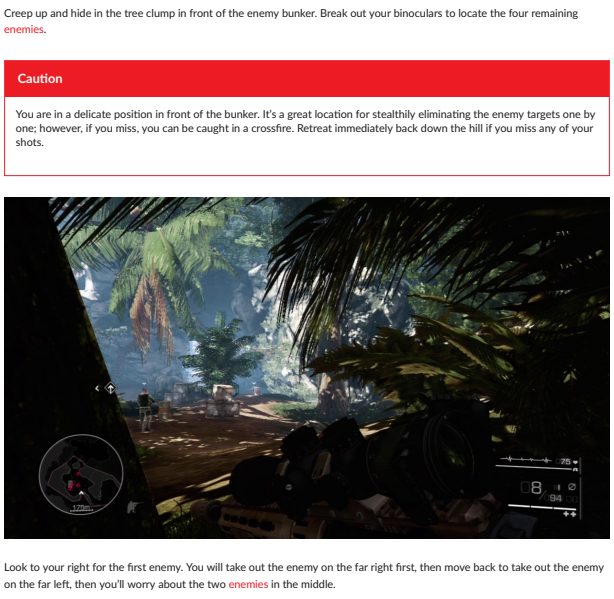




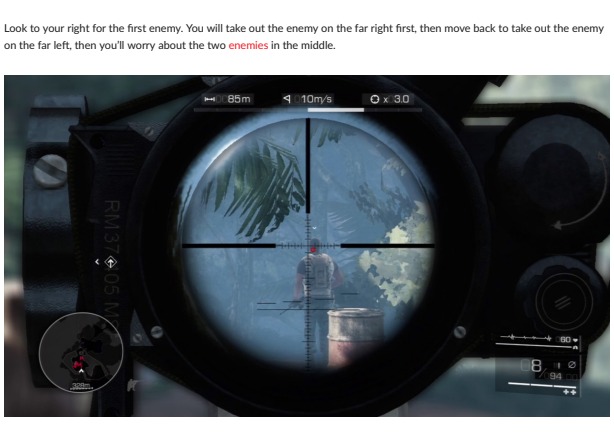
Creep up and hide in the tree clump in front of the enemy bunker. Break out your binoculars to locate the four remaining enemies.

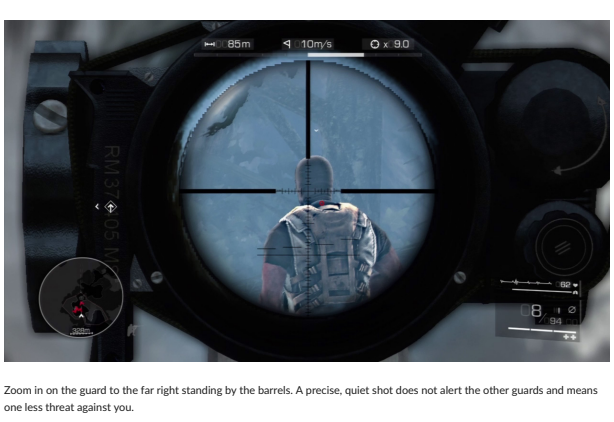
Caution

You are in a delicate position in front of the bunker. It's a great location for stealthily eliminating the enemy targets one by one; however, if you miss, you can be caught in a crossfire. Retreat immediately back down the hill if you miss any of your shots.

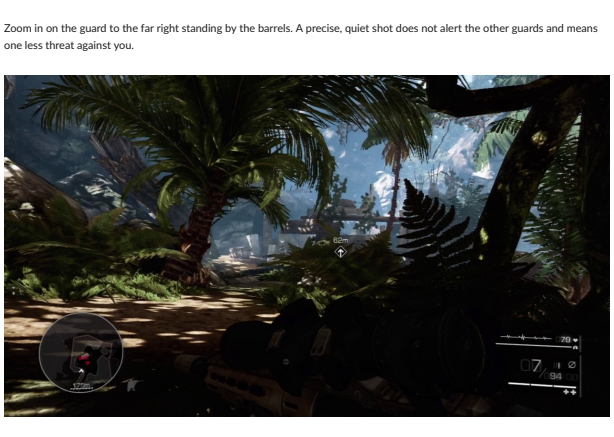


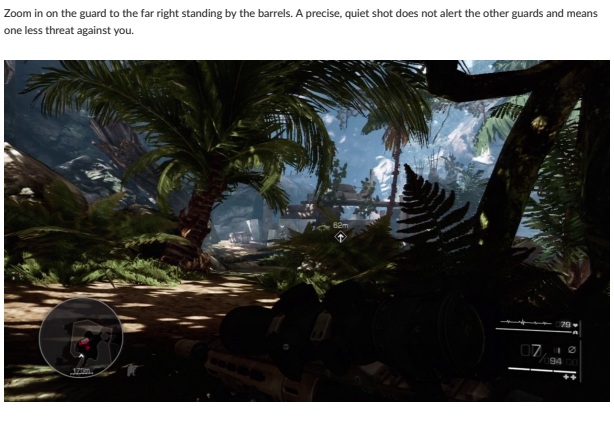
Look to your right for the first enemy. You will take out the enemy on the far right first, then move back to take out the enemy on the far left, then you'll worry about the two enemies in the middle.



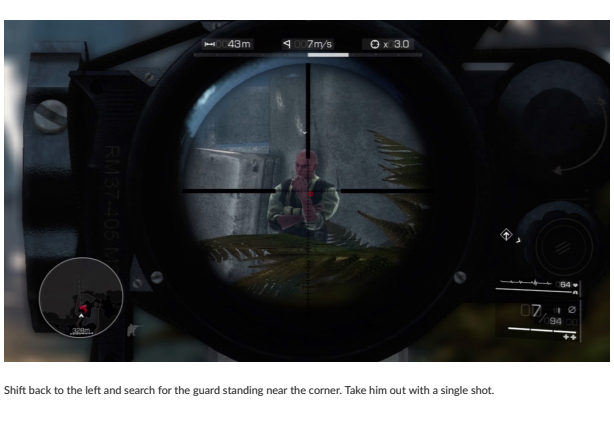


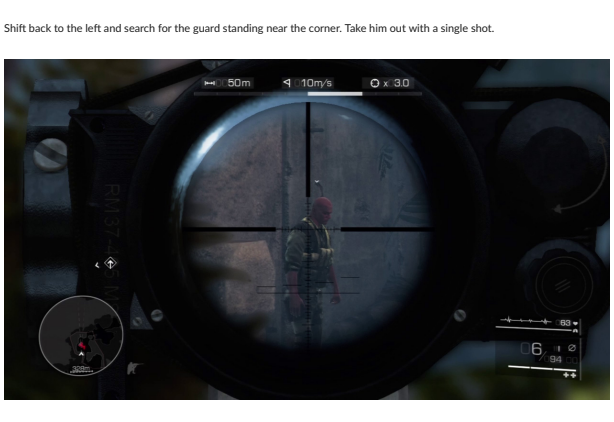
Zoom in on the guard to the far right standing by the barrels. A precise, quiet shot does not alert the other guards and means one less threat against you.





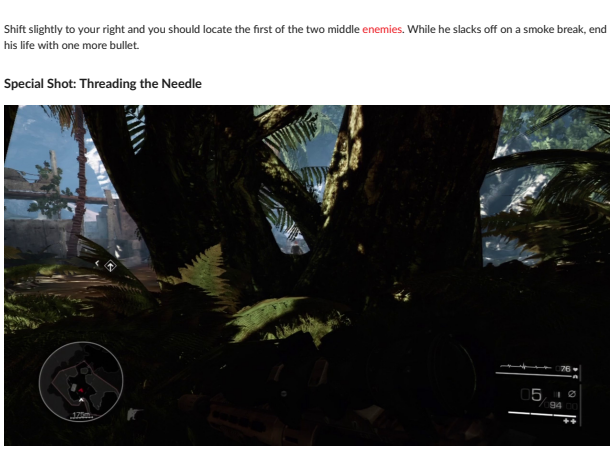
Shift back to the left and search for the guard standing near the corner. Take him out with a single shot.

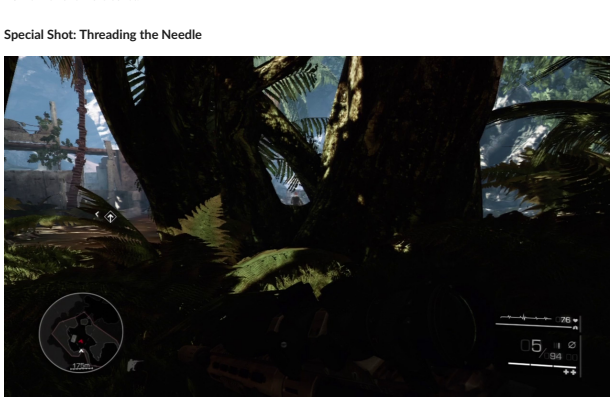




Shift slightly to your right and you should locate the first of the two middle enemies. While he slacks off on a smoke break, end his life with one more bullet.

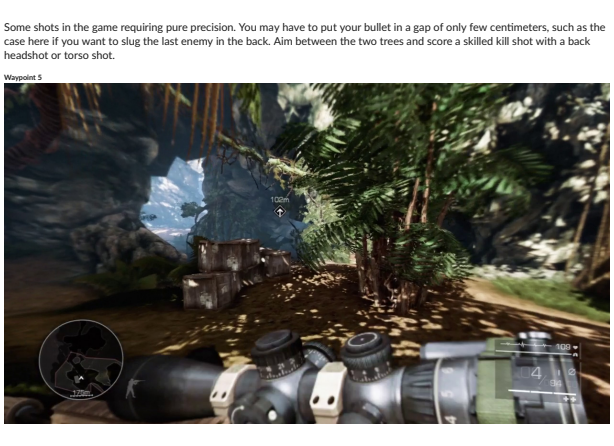
Special Shot: Threading the Needle

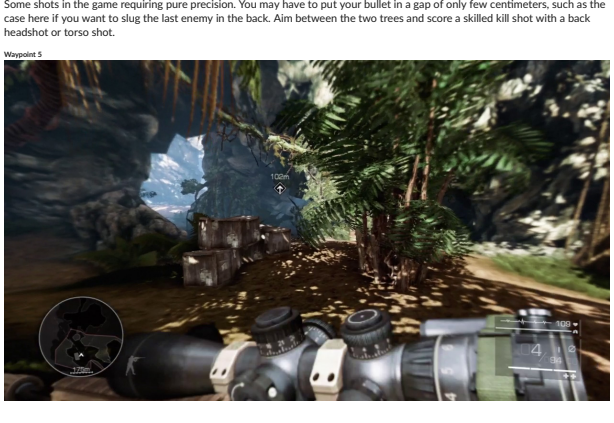




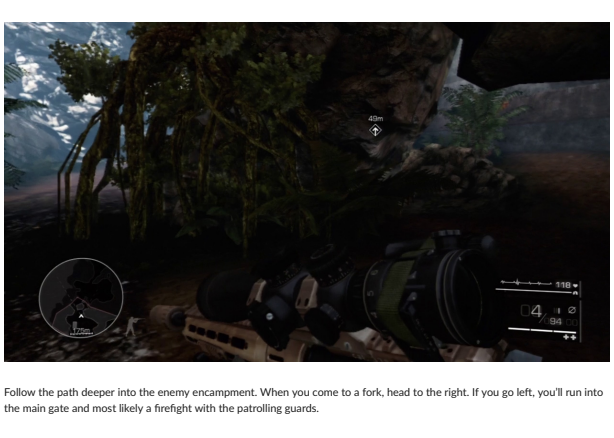
Some shots in the game requiring pure precision. You may have to put your bullet in a gap of only few centimeters, such as the case here if you want to slug the last enemy in the back. Aim between the two trees and score a skilled kill shot with a back headshot or torso shot.

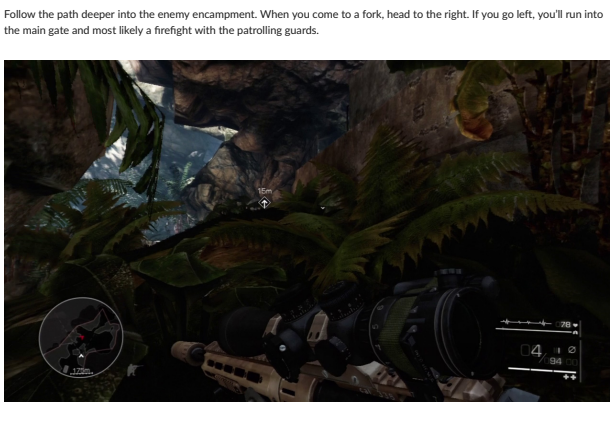
Waypoint 5

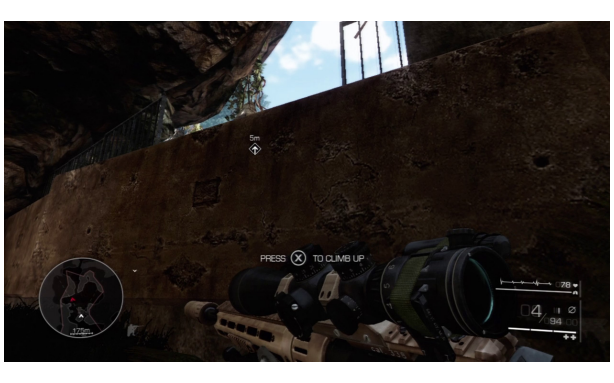




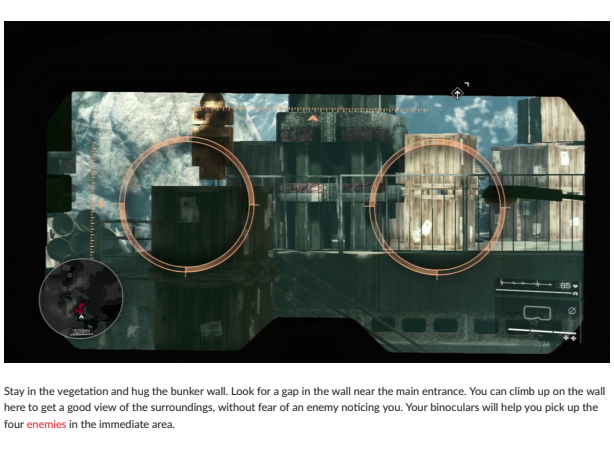
Follow the path deeper into the enemy encampment. When you come to a fork, head to the right. If you go left, you'll run into the main gate and most likely a firefight with the patrolling guards.



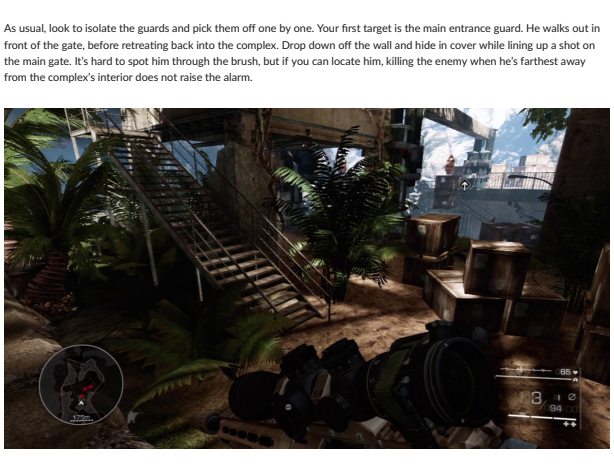


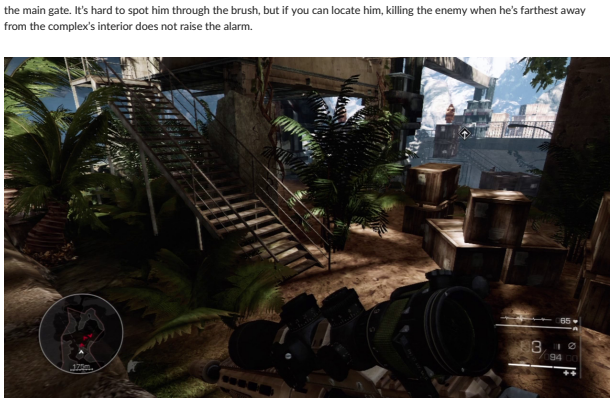


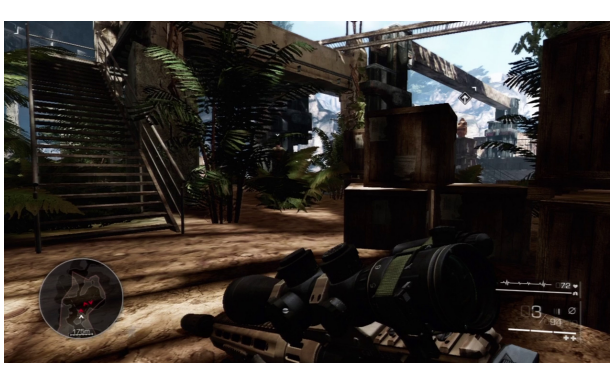
Stay in the vegetation and hug the bunker wall. Look for a gap in the wall near the main entrance. You can climb up on the wall here to get a good view of the surroundings, without fear of an enemy noticing you. Your binoculars will help you pick up the four enemies in the immediate area.



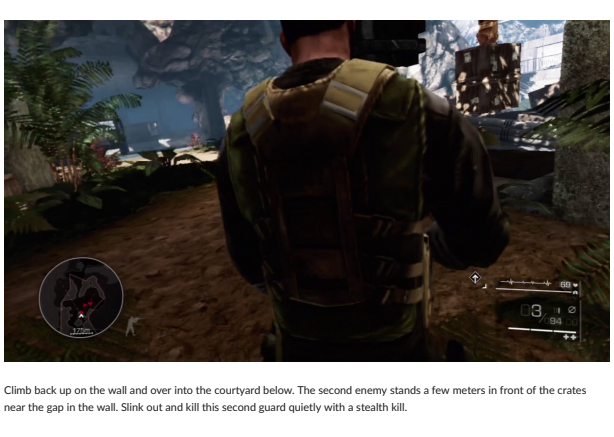
As usual, look to isolate the guards and pick them off one by one. Your first target is the main entrance guard. He walks out in front of the gate, before retreating back into the complex. Drop down off the wall and hide in cover while lining up a shot on the main gate. It's hard to spot him through the brush, but if you can locate him, killing the enemy when he's farthest away from the complex's interior does not raise the alarm.

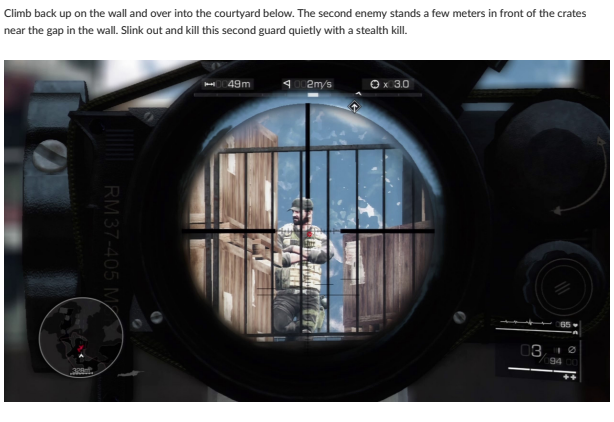




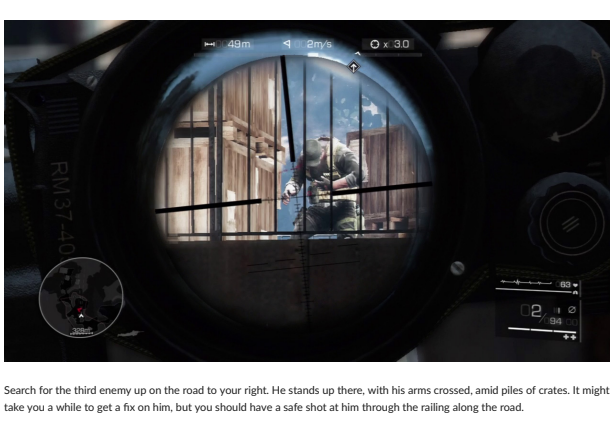


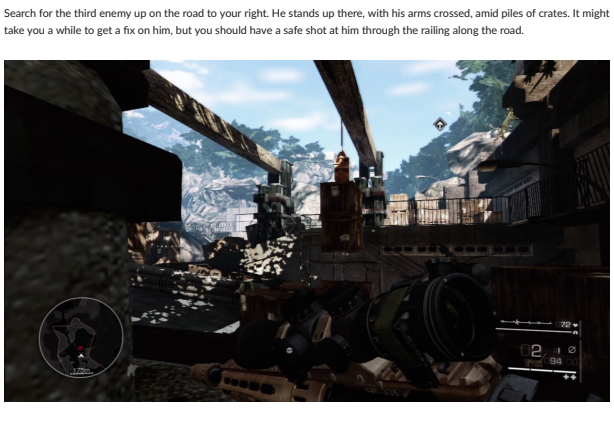
Climb back up on the wall and over into the courtyard below. The second enemy stands a few meters in front of the crates near the gap in the wall. Slink out and kill this second guard quietly with a stealth kill.





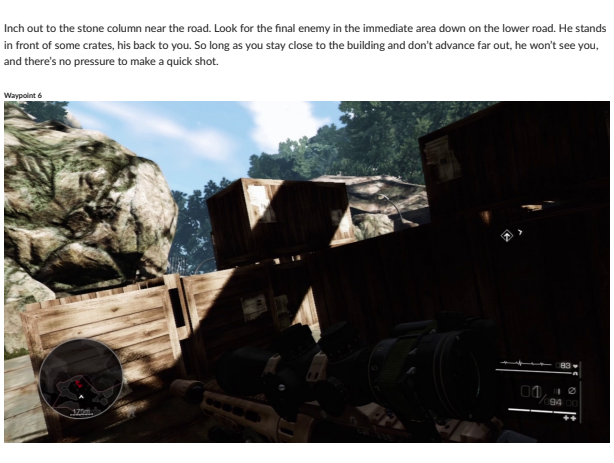
Search for the third enemy up on the road to your right. He stands up there, with his arms crossed, amid piles of crates. It might take you a while to get a fix on him, but you should have a safe shot at him through the railing along the road.

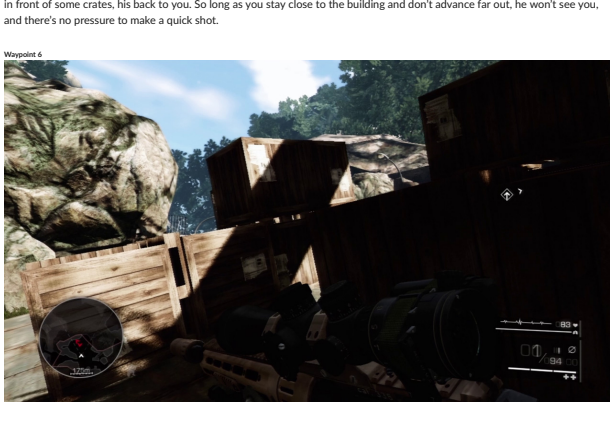


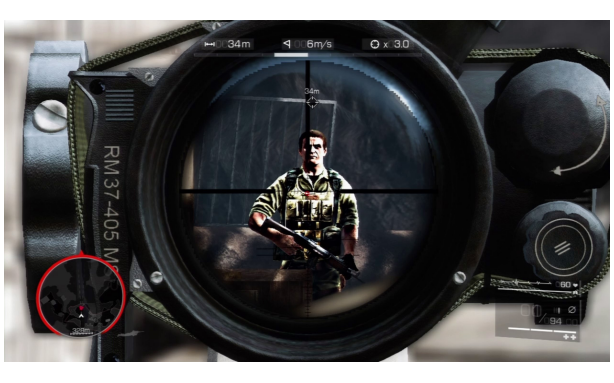


Inch out to the stone column near the road. Look for the final enemy in the immediate area down on the lower road. He stands in front of some crates, his back to you. So long as you stay close to the building and don't advance far out, he won't see you, and there's no pressure to make a quick shot.

Waypoint 6



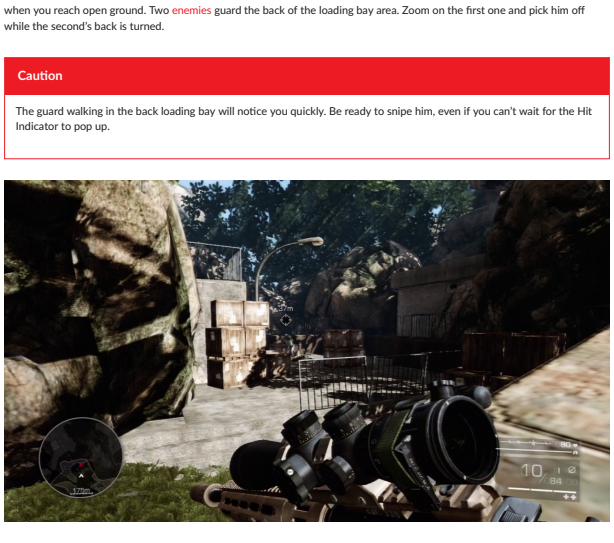


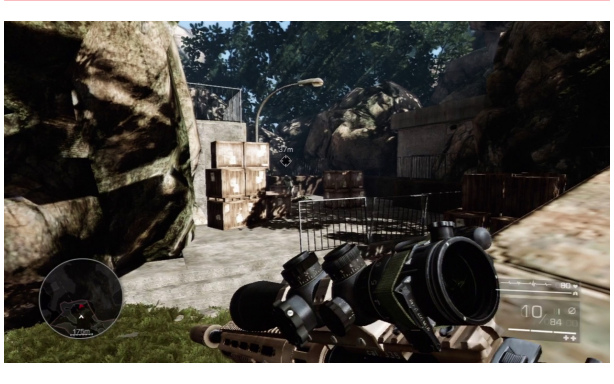


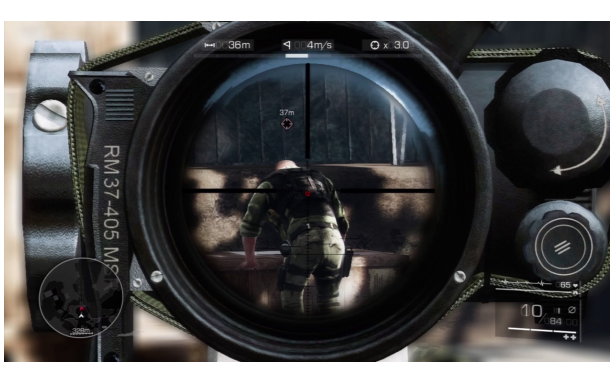
With the four guards near the guard eliminated, move up to the nearby road. Stay low as you pass the crates and go prone when you reach open ground. Two enemies guard the back of the loading bay area. Zoom on the first one and pick him off while the second's back is turned.

Caution

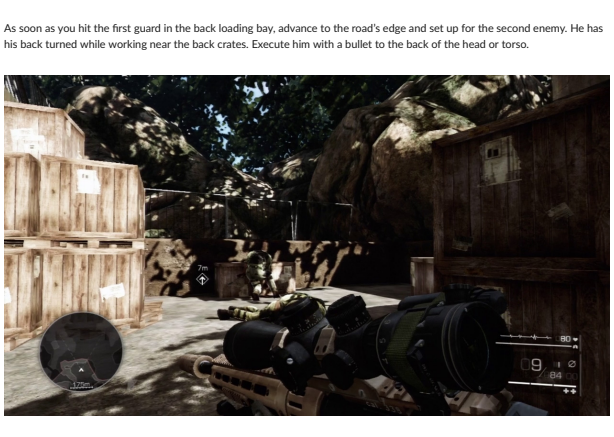
The guard walking in the back loading bay will notice you quickly. Be ready to snipe him, even if you can't wait for the Hit Indicator to pop up.

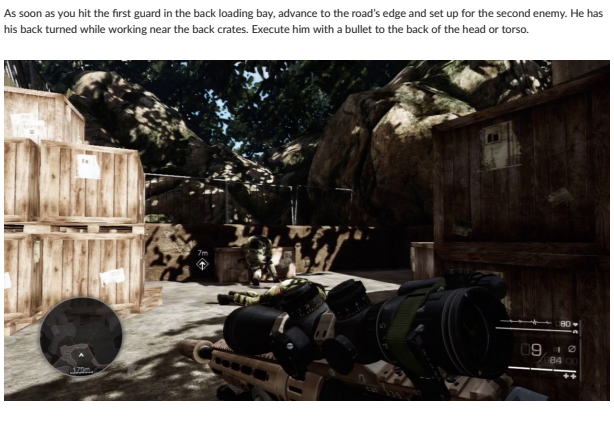






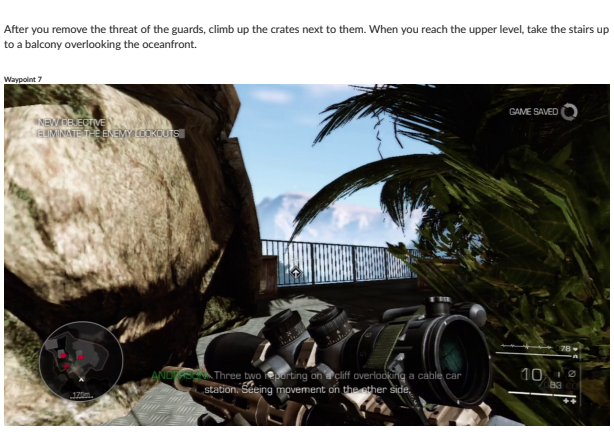
As soon as you hit the first guard in the back loading bay, advance to the road's edge and set up for the second enemy. He has his back turned while working near the back crates. Execute him with a bullet to the back of the head or torso.

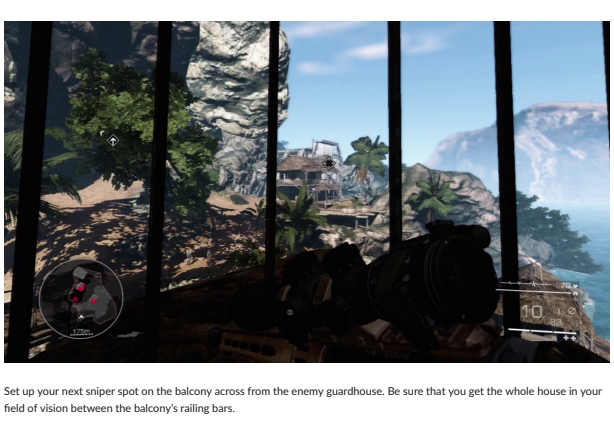




After you remove the threat of the guards, climb up the crates next to them. When you reach the upper level, take the stairs up to a balcony overlooking the oceanfront.

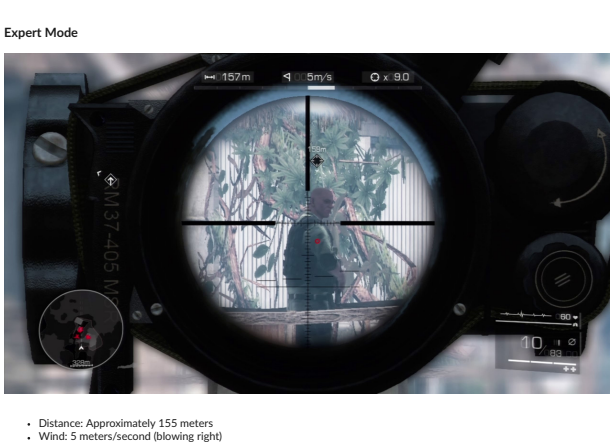
Waypoint 7





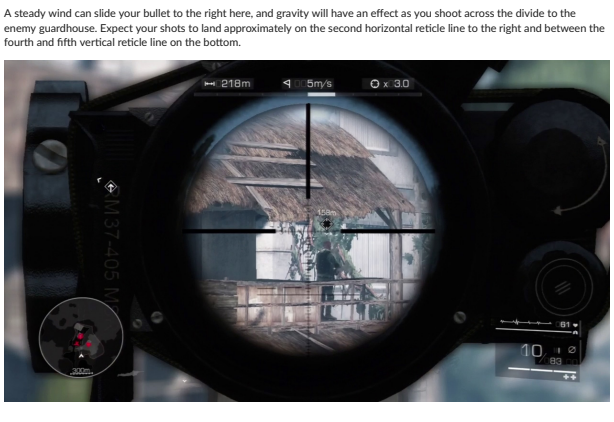
Set up your next sniper spot on the balcony across from the enemy guardhouse. Be sure that you get the whole house in your field of vision between the balcony's railing bars.

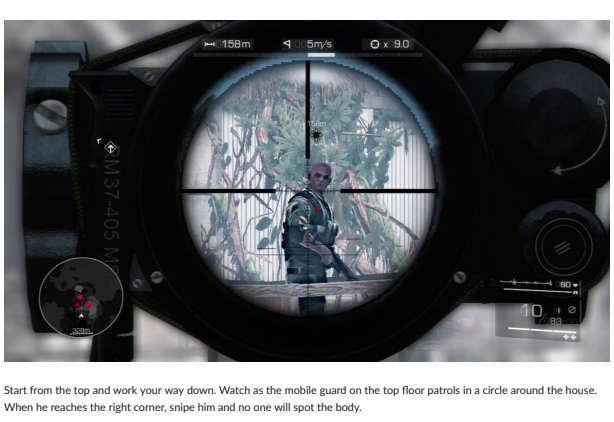
Expert Mode



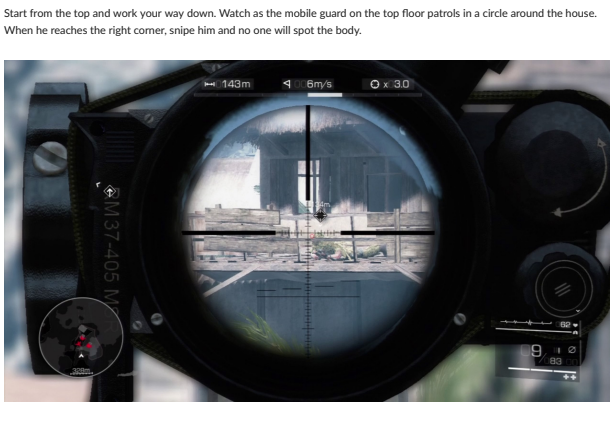
- Distance: Approximately 155 meters
- Wind: 5 meters/second (blowing right)
- Magnification: 9x

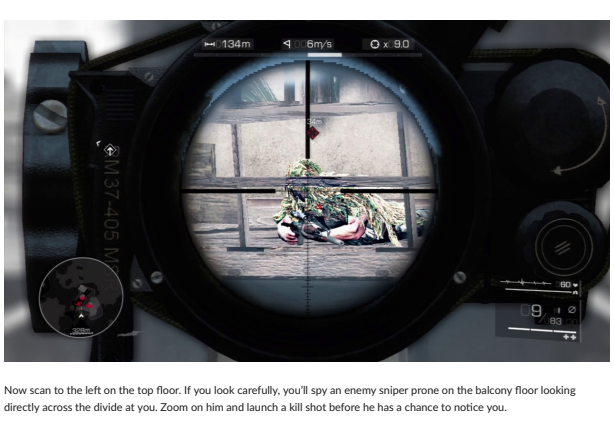
A steady wind can slide your bullet to the right here, and gravity will have an effect as you shoot across the divide to the enemy guardhouse. Expect your shots to land approximately on the second horizontal reticle line to the right and between the fourth and fifth vertical reticle line on the bottom.



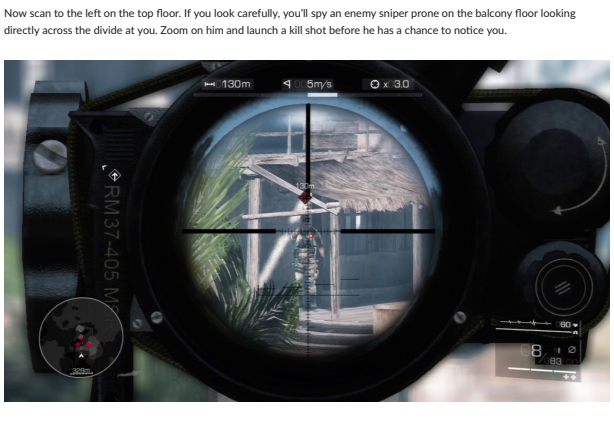


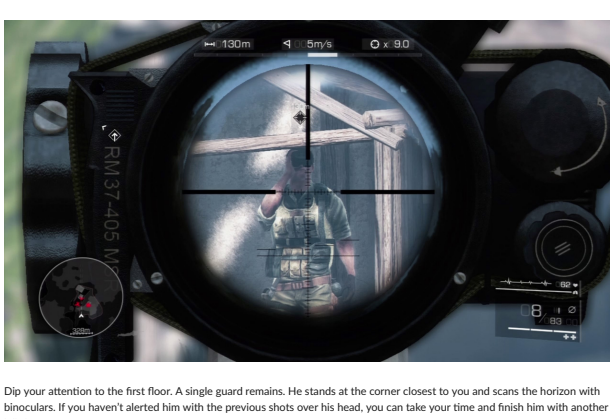
Start from the top and work your way down. Watch as the mobile guard on the top floor patrols in a circle around the house. When he reaches the right corner, snipe him and no one will spot the body.





Now scan to the left on the top floor. If you look carefully, you'll spy an enemy sniper prone on the balcony floor looking directly across the divide at you. Zoom on him and launch a kill shot before he has a chance to notice you.



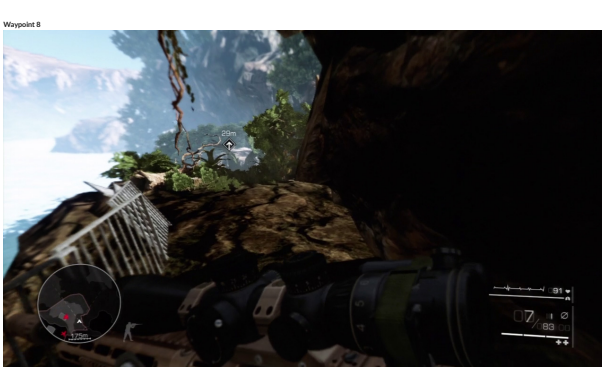


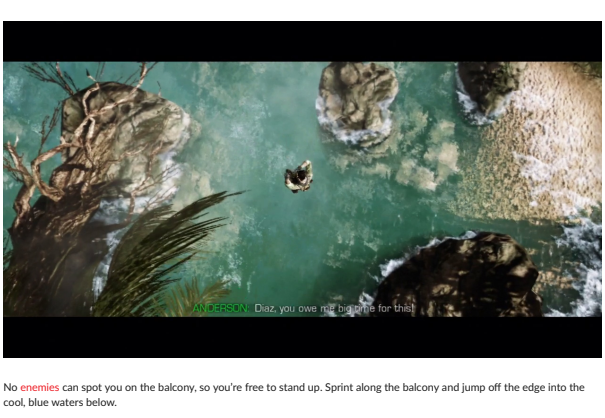
Dip your attention to the first floor. A single guard remains. He stands at the corner closest to you and scans the horizon with binoculars. If you haven't alerted him with the previous shots over his head, you can take your time and finish him with another kill shot.

Mission 3: Leave No Man Behind

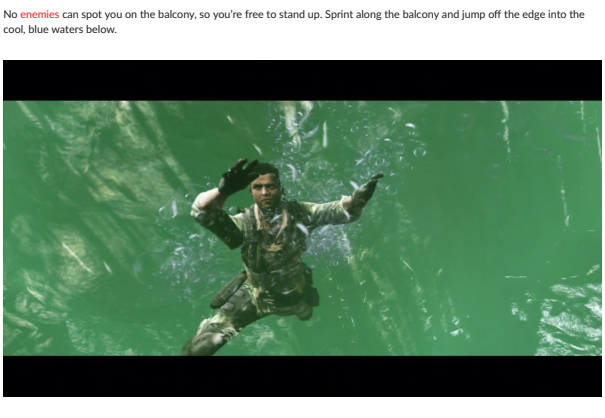
3.3 Waypoints 8-13

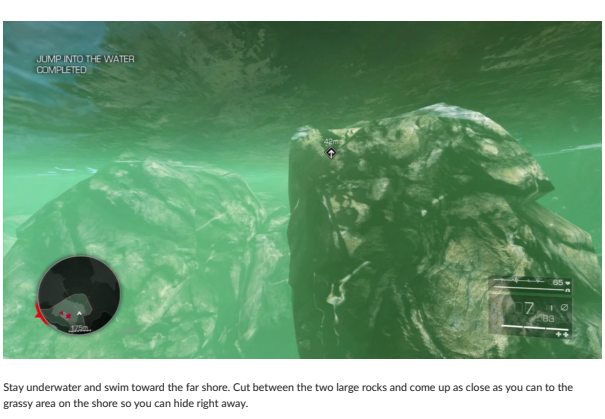
Waypoint 8



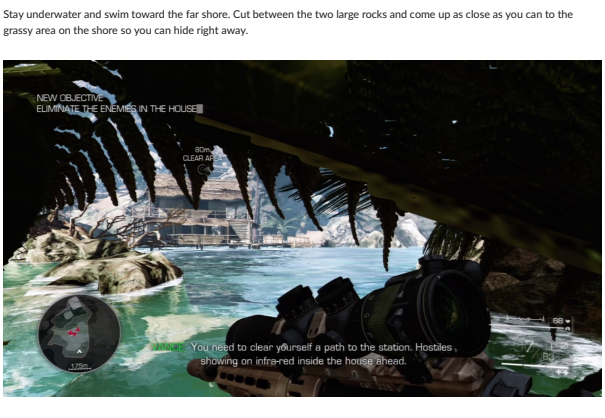


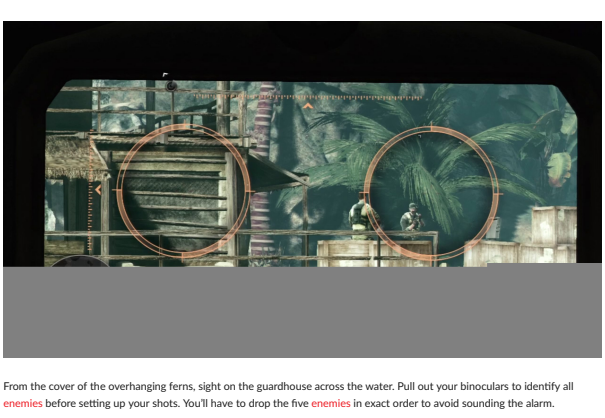
No enemies can spot you on the balcony, so you're free to stand up. Sprint along the balcony and jump off the edge into the cool, blue waters below.





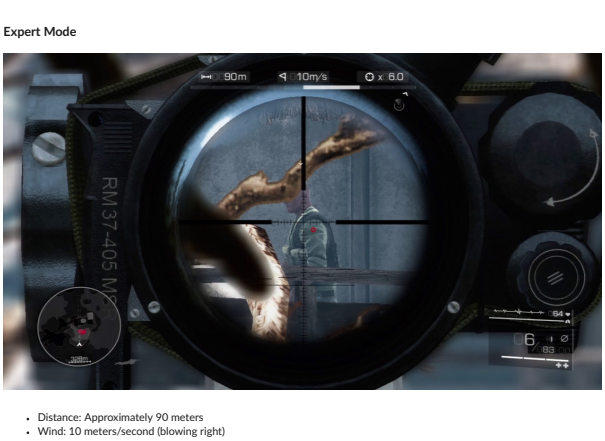
Stay underwater and swim toward the far shore. Cut between the two large rocks and come up as close as you can to the grassy area on the shore so you can hide right away.


NEW OBJECTIVE
ELIMINATE THE ENEMIES IN THE HOUSE
You need to clear yourself a path to the station. Hostiles showing on infra-red inside the house ahead.



From the cover of the overhanging ferns, sight on the guardhouse across the water. Pull out your binoculars to identify all enemies before setting up your shots. You'll have to drop the five enemies in exact order to avoid sounding the alarm.

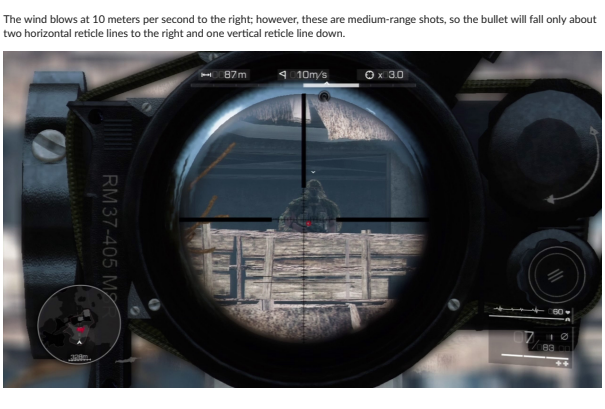
Expert Mode

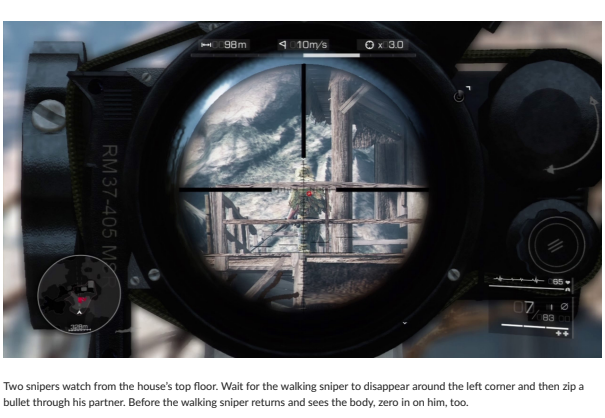


- Distance: Approximately 90 meters
- Wind: 10 meters/second (blowing right)
- Magnification: 6x

If you can't wait for the Hit Indicator, or are playing on Expert Mode, most shots are not far off from the center crosshairs.

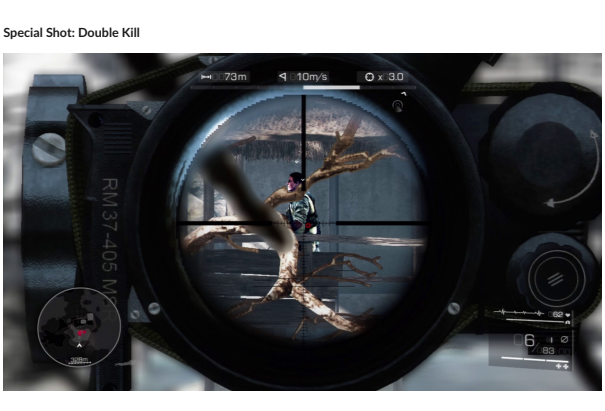
The wind blows at 10 meters per second to the right; however, these are medium-range shots, so the bullet will fall only about two horizontal reticle lines to the right and one vertical reticle line down.

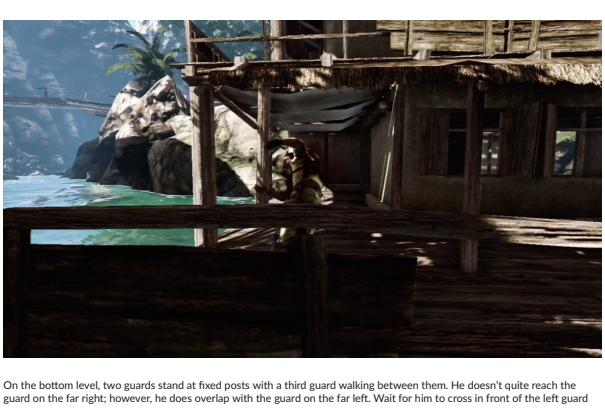




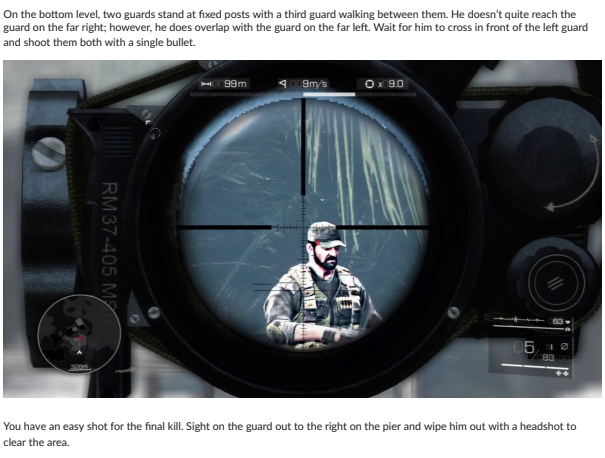
Two snipers watch from the house's top floor. Wait for the walking sniper to disappear around the left corner and then zip a bullet through his partner. Before the walking sniper returns and sees the body, zero in on him, too.

Special Shot: Double Kill



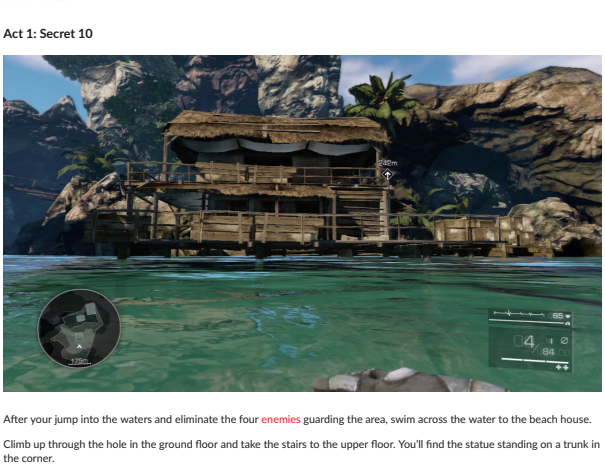


On the bottom level, two guards stand at fixed posts with a third guard walking between them. He doesn't quite reach the guard on the far right; however, he does overlap with the guard on the far left. Wait for him to cross in front of the left guard and shoot them both with a single bullet.



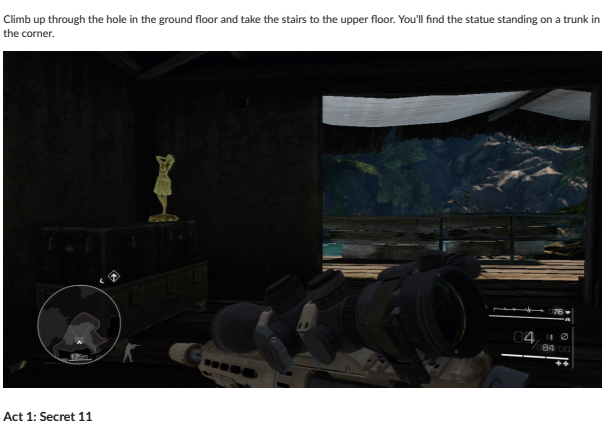
You have an easy shot for the final kill. Sight on the guard out to the right on the pier and wipe him out with a headshot to clear the area.

Act 1: Secret 10

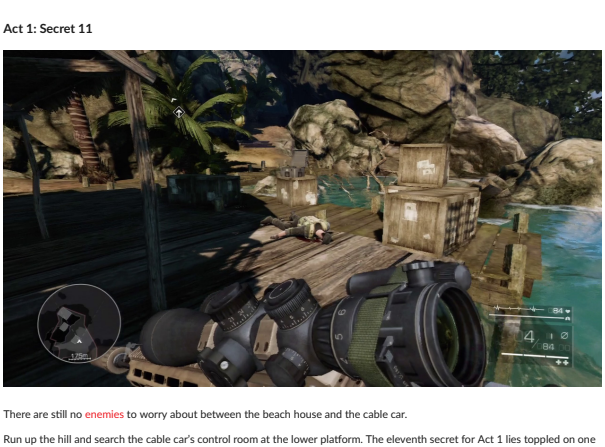


After your jump into the waters and eliminate the four enemies guarding the area, swim across the water to the beach house.

Climb up through the hole in the ground floor and take the stairs to the upper floor. You'll find the statue standing on a trunk in the corner.

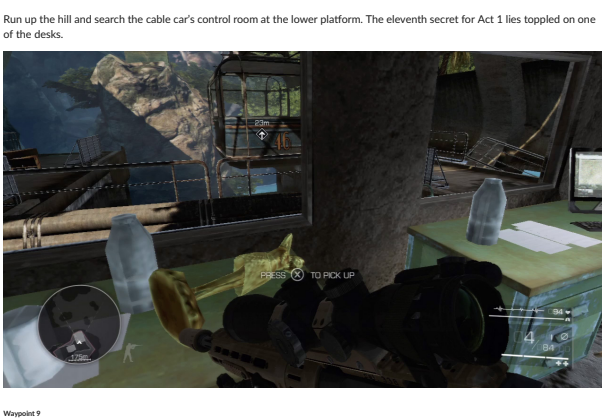


Act 1: Secret 11

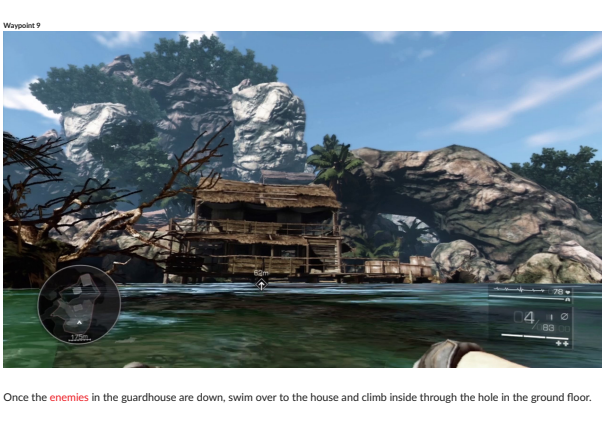


There are still no enemies to worry about between the beach house and the cable car.

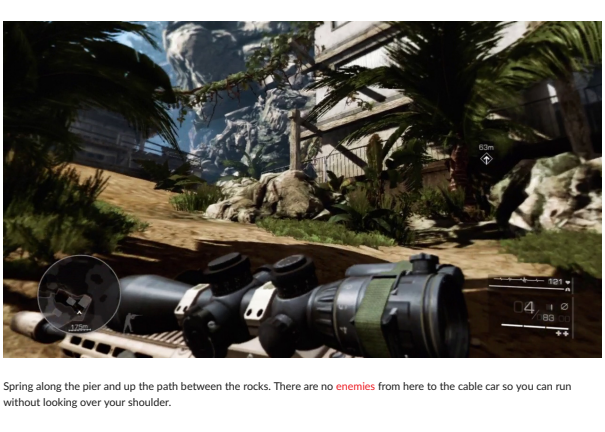
Run up the hill and search the cable car's control room at the lower platform. The eleventh secret for Act 1 lies toppled on one of the desks.



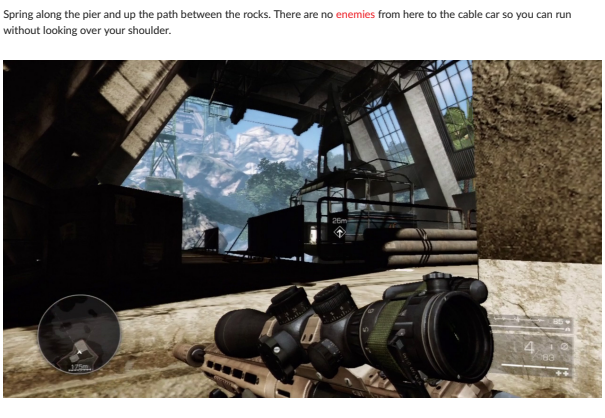
Waypoint 9

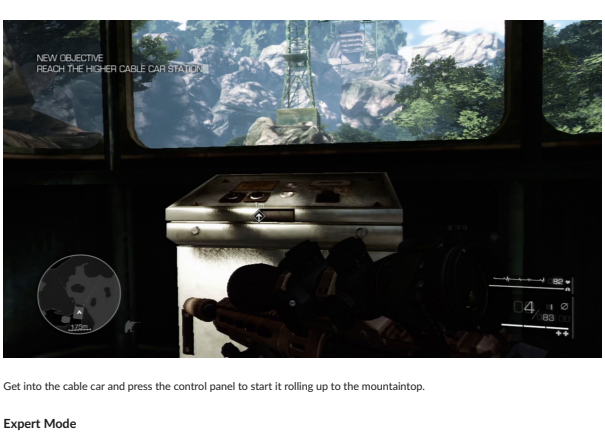


Once the enemies in the guardhouse are down, swim over to the house and climb inside through the hole in the ground floor.



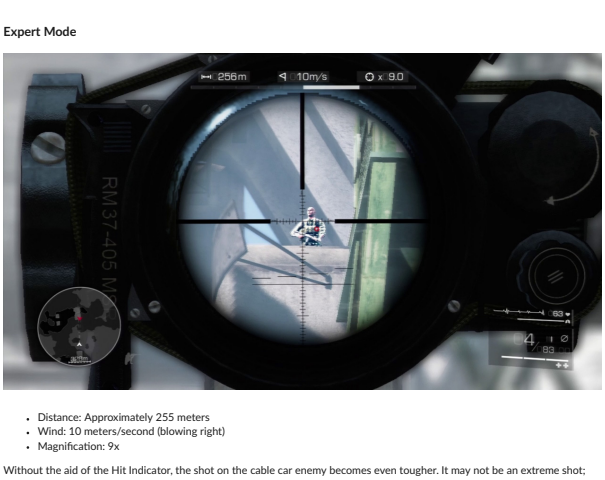
Spring along the pier and up the path between the rocks. There are no enemies from here to the cable car so you can run without looking over your shoulder.





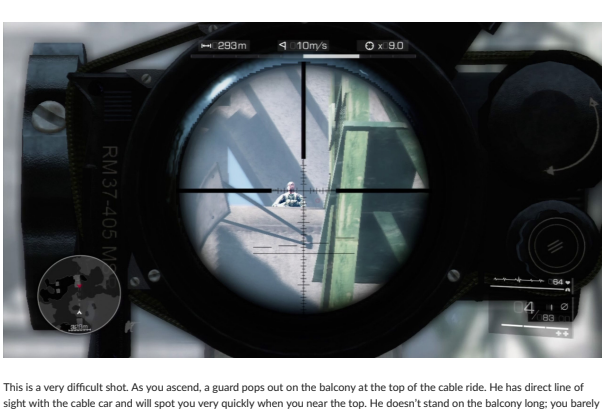
Get into the cable car and press the control panel to start it rolling up to the mountaintop.

Expert Mode



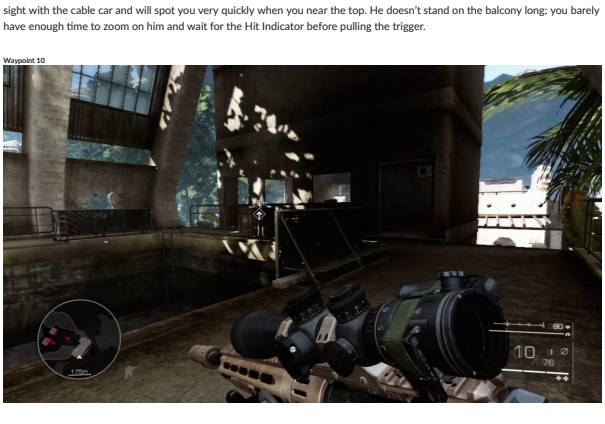
- Distance: Approximately 255 meters
- Wind: 10 meters/second (blowing right)
- Magnification: 9x

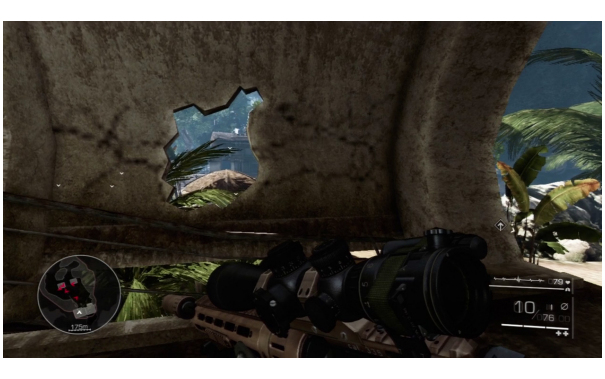
Without the aid of the Hit Indicator, the shot on the cable car enemy becomes even tougher. It may not be an extreme shot; however, the wind blows strongly to the right. Look for you bullet to fall between the fourth and fifth horizontal reticle line to the right and between the first and second vertical reticle line down.

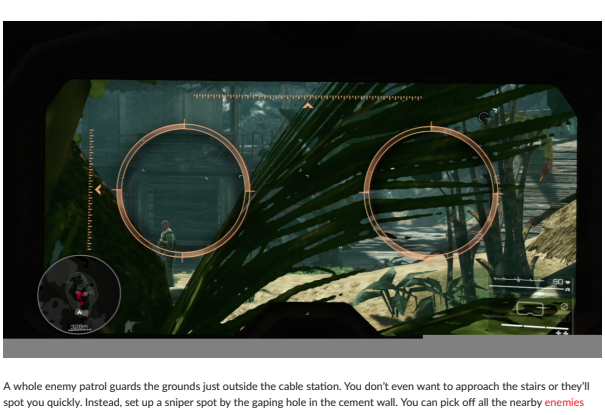


This is a very difficult shot. As you ascend, a guard pops out on the balcony at the top of the cable ride. He has direct line of sight with the cable car and will spot you very quickly when you near the top. He doesn't stand on the balcony long; you barely have enough time to zoom on him and wait for the Hit Indicator before pulling the trigger.

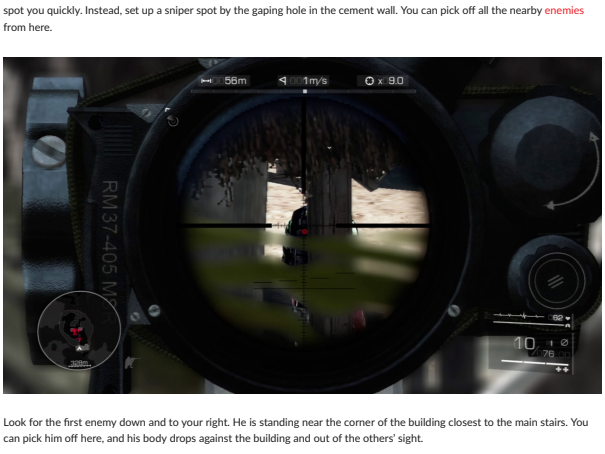
Waypoint 10



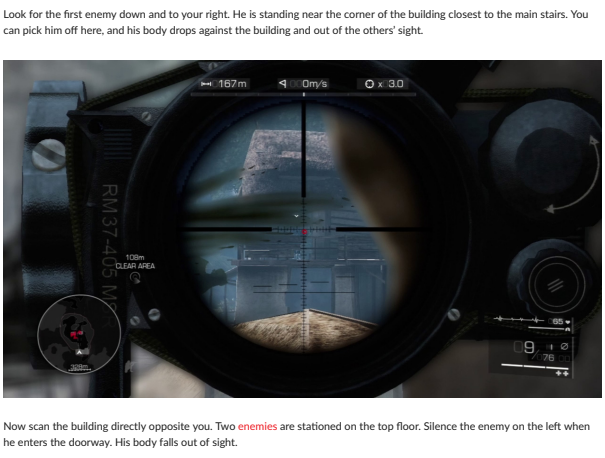




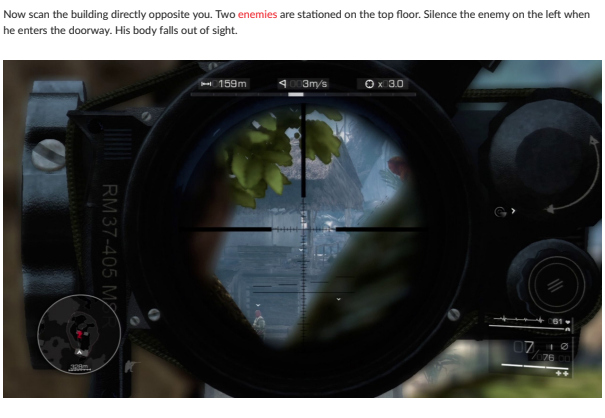
A whole enemy patrol guards the grounds just outside the cable station. You don't even want to approach the stairs or they'll spot you quickly. Instead, set up a sniper spot by the gaping hole in the cement wall. You can pick off all the nearby enemies from here.

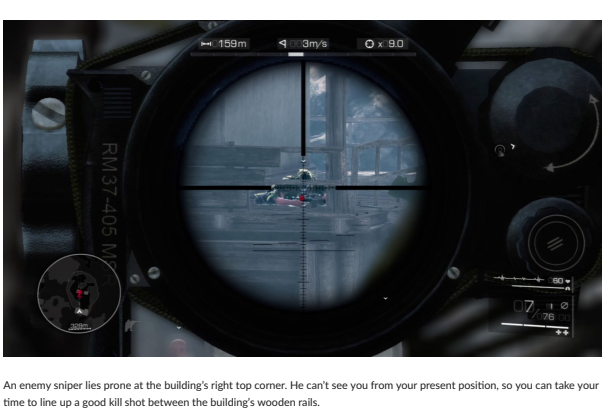


Look for the first enemy down and to your right. He is standing near the corner of the building closest to the main stairs. You can pick him off here, and his body drops against the building and out of the others' sight.



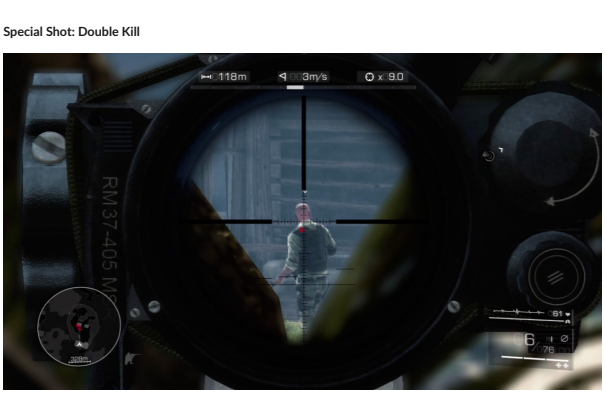
Now scan the building directly opposite you. Two enemies are stationed on the top floor. Silence the enemy on the left when he enters the doorway. His body falls out of sight.

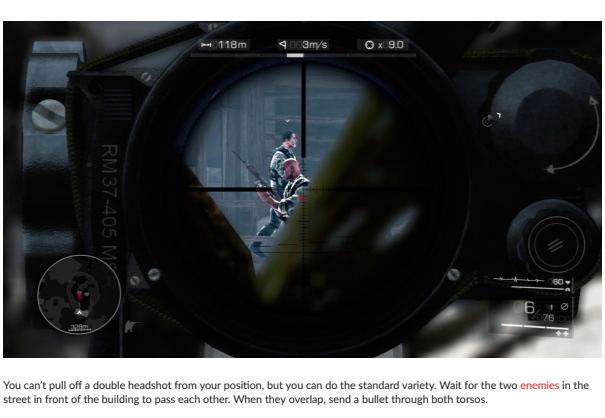




An enemy sniper lies prone at the building's right top corner. He can't see you from your present position, so you can take your time to line up a good kill shot between the building's wooden rails.

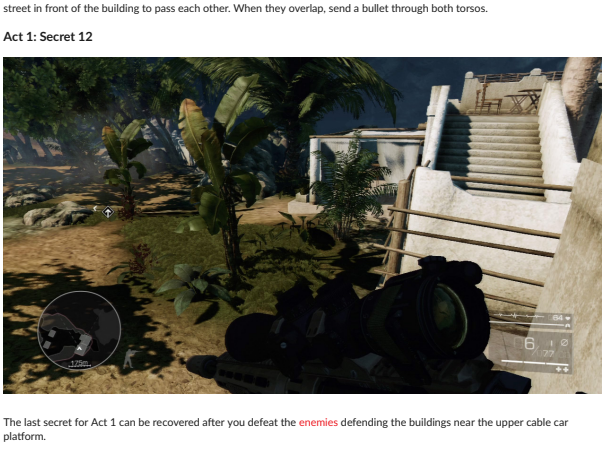
Special Shot: Double Kill





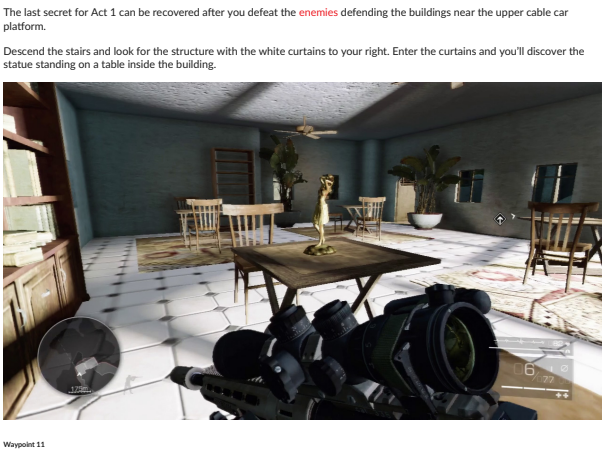
You can't pull off a double headshot from your position, but you can do the standard variety. Wait for the two enemies in the street in front of the building to pass each other. When they overlap, send a bullet through both torsos.

Act 1: Secret 12



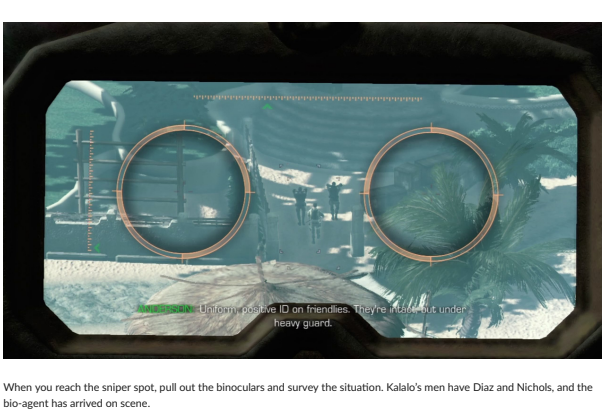
The last secret for Act 1 can be recovered after you defeat the enemies defending the buildings near the upper cable car platform.

Descend the stairs and look for the structure with the white curtains to your right. Enter the curtains and you'll discover the statue standing on a table inside the building.

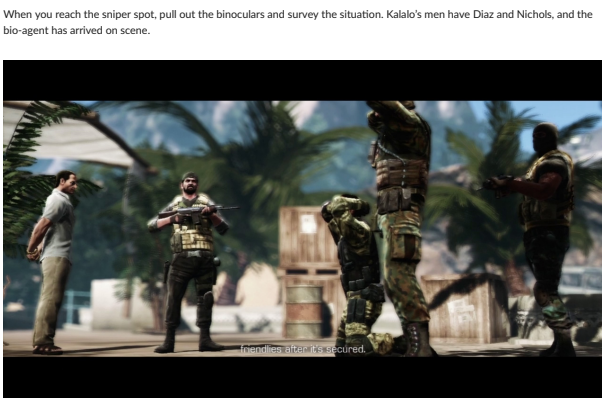


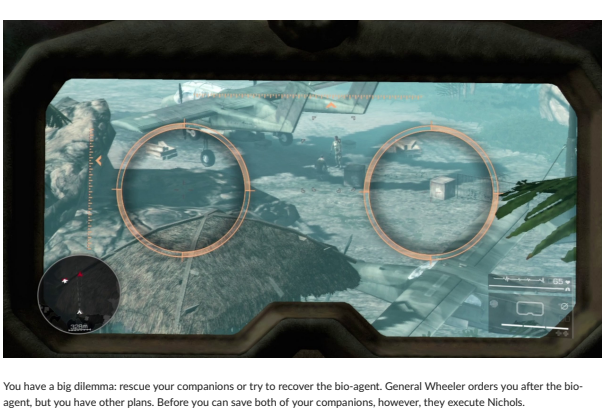
Waypoint 11

The way is clear to the top of the mountain and a premium sniper spot. Sprint up the hill with all haste.

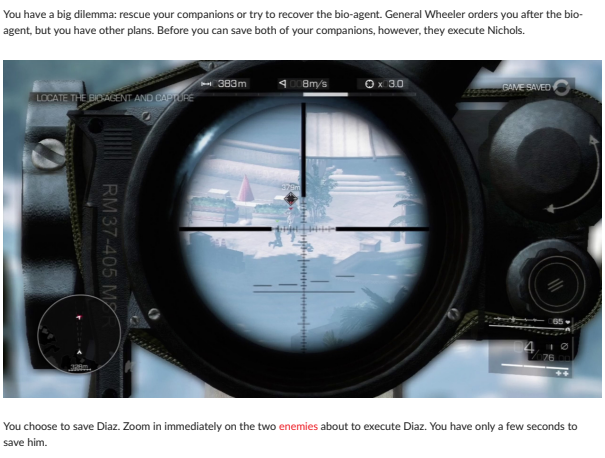


When you reach the sniper spot, pull out the binoculars and survey the situation. Kalalo's men have Diaz and Nichols, and the bio-agent has arrived on scene.



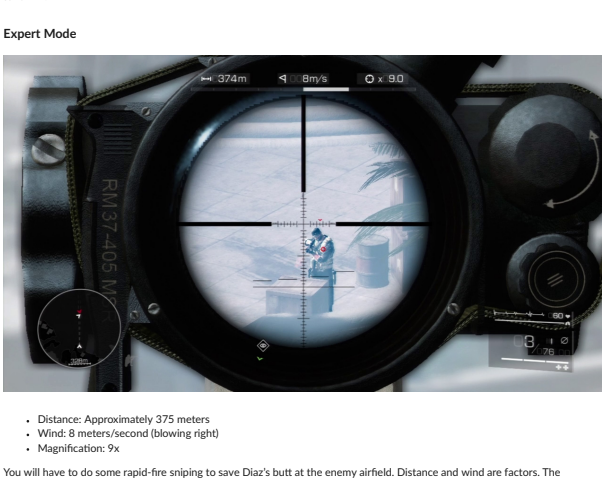


You have a big dilemma: rescue your companions or try to recover the bio-agent. General Wheeler orders you after the bio-agent, but you have other plans. Before you can save both of your companions, however, they execute Nichols.



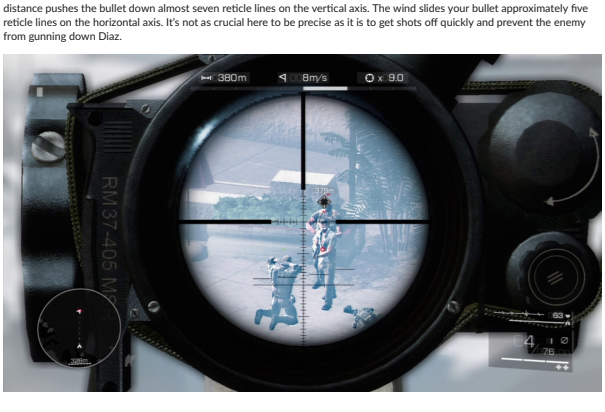
You choose to save Diaz. Zoom in immediately on the two enemies about to execute Diaz. You have only a few seconds to save him.

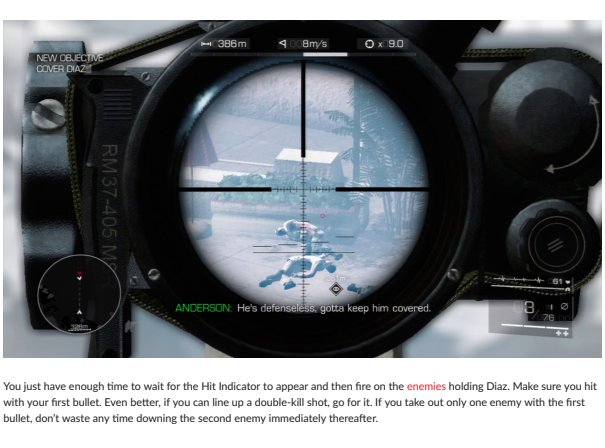
Expert Mode



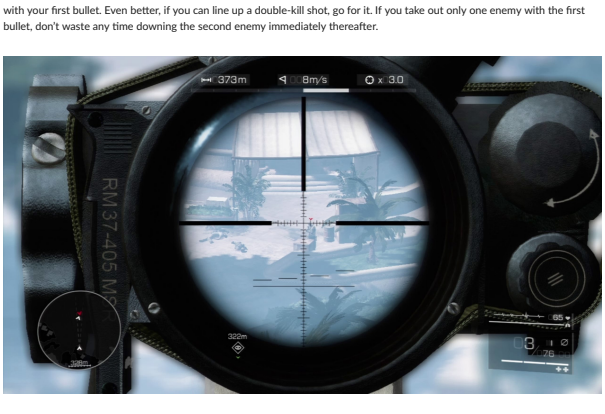
- Distance: Approximately 375 meters
- Wind: 8 meters/second (blowing right)
- Magnification: 9x

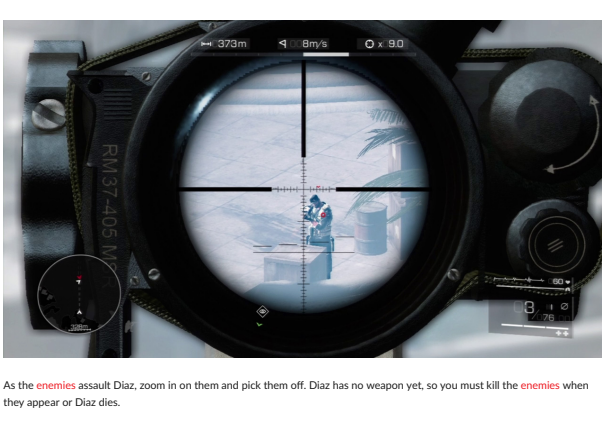
You will have to do some rapid-fire sniping to save Diaz's butt at the enemy airfield. Distance and wind are factors. The distance pushes the bullet down almost seven reticle lines on the vertical axis. The wind slides your bullet approximately five reticle lines on the horizontal axis. It's not as crucial here to be precise as it is to get shots off quickly and prevent the enemy from gunning down Diaz.



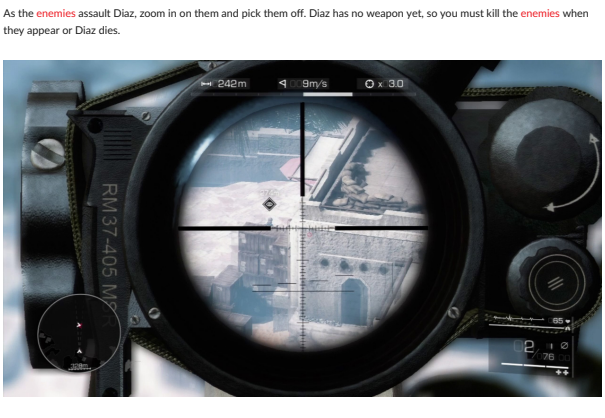


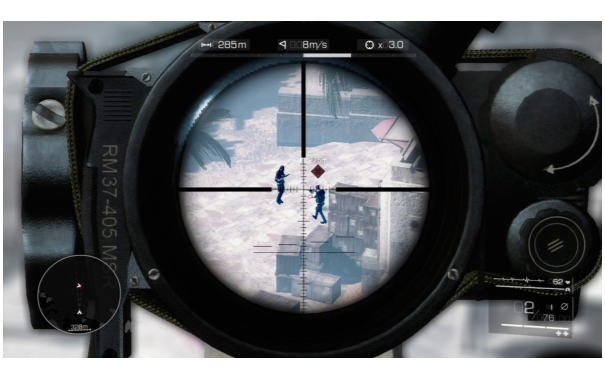
You just have enough time to wait for the Hit Indicator to appear and then fire on the enemies holding Diaz. Make sure you hit with your first bullet. Even better, if you can line up a double-kill shot, go for it. If you take out only one enemy with the first bullet, don't waste any time downing the second enemy immediately thereafter.

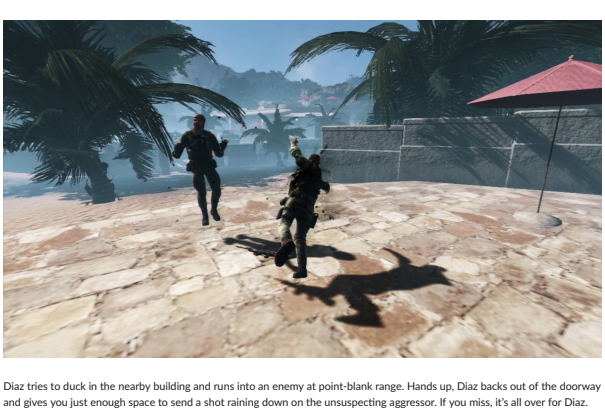




As the enemies assault Diaz, zoom in on them and pick them off. Diaz has no weapon yet, so you must kill the enemies when they appear or Diaz dies.







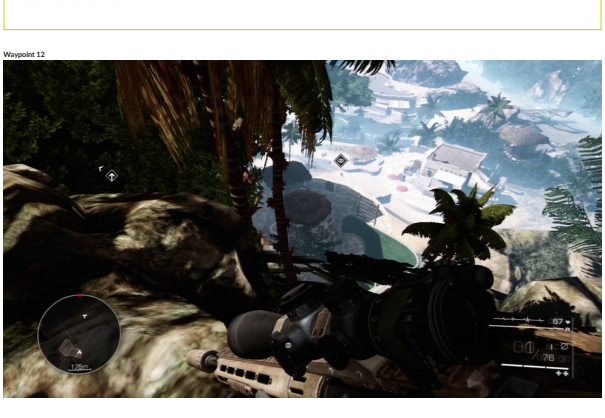
Diaz tries to duck in the nearby building and runs into an enemy at point-blank range. Hands up, Diaz backs out of the doorway and gives you just enough space to send a shot raining down on the unsuspecting aggressor. If you miss, it's all over for Diaz.

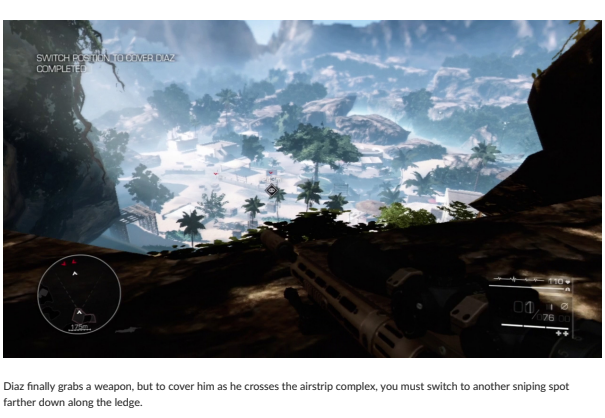
Achievement Unlock: Crocodile Hunter

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

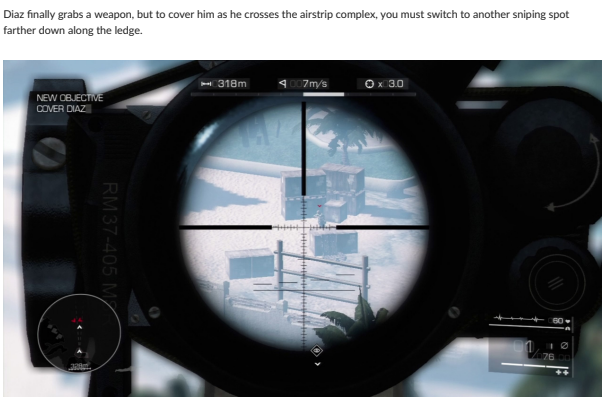
The secrets are well hidden in this game. When you manage to uncover all the secrets in Act 1, you earn the "Crocodile Hunter" achievement.

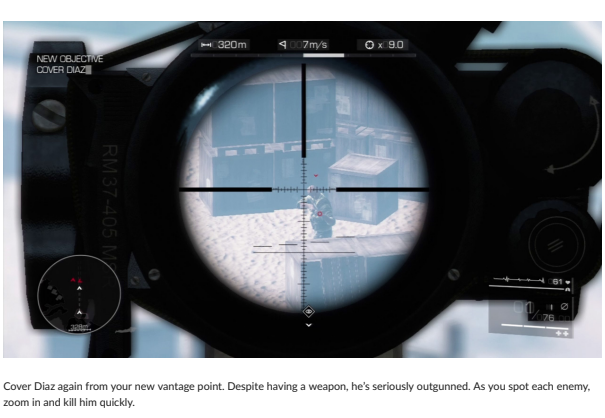
Waypoint 12



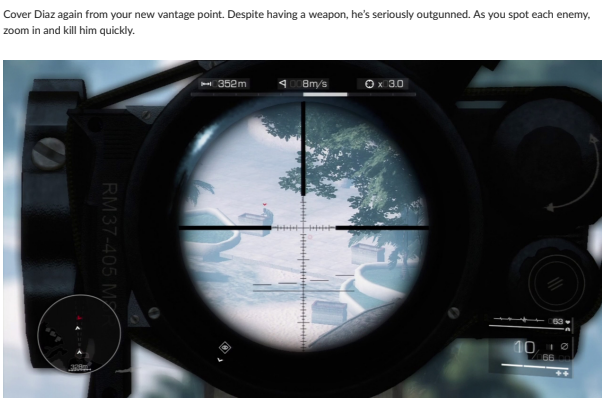


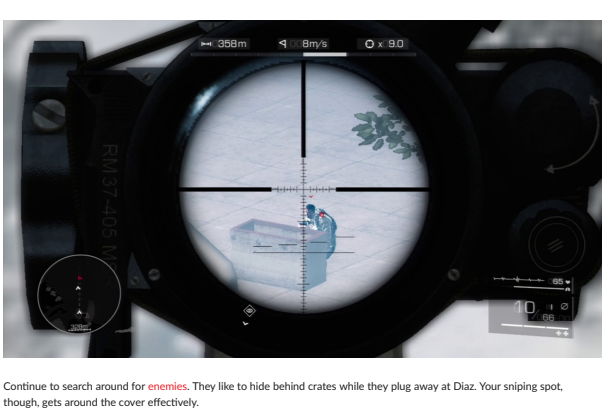
Diaz finally grabs a weapon, but to cover him as he crosses the airstrip complex, you must switch to another sniping spot farther down along the ledge.



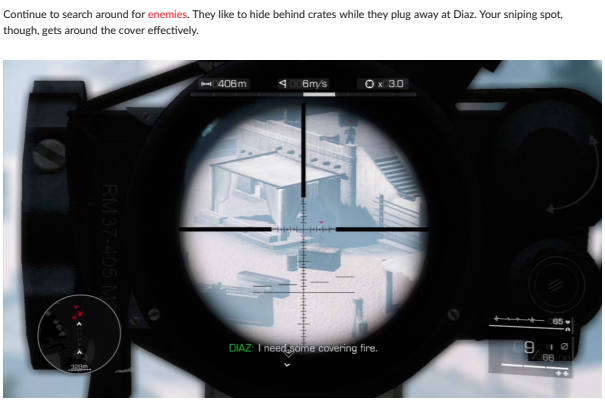


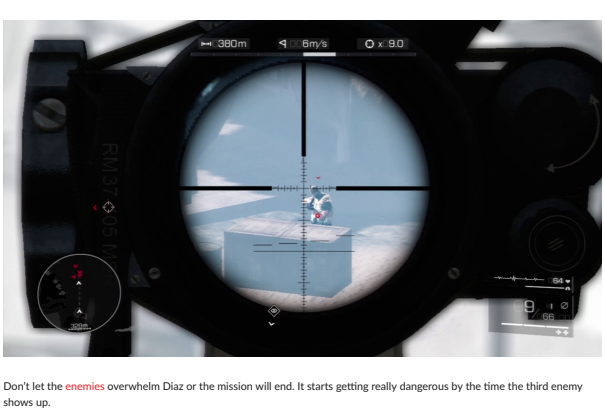
Cover Diaz again from your new vantage point. Despite having a weapon, he's seriously outgunned. As you spot each enemy, zoom in and kill him quickly.



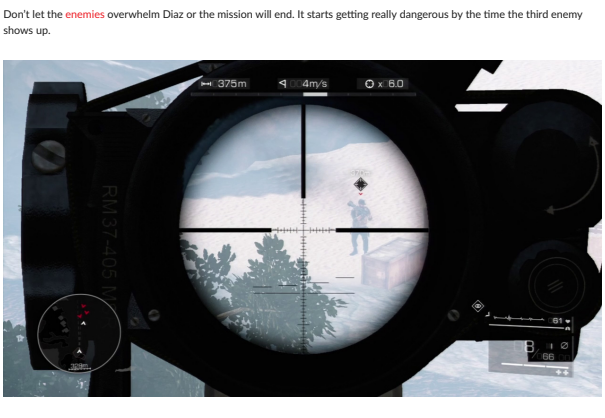


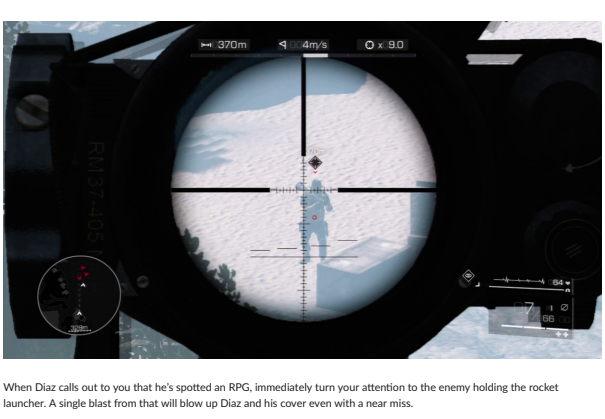
Continue to search around for enemies. They like to hide behind crates while they plug away at Diaz. Your sniping spot, though, gets around the cover effectively.





Don't let the enemies overwhelm Diaz or the mission will end. It starts getting really dangerous by the time the third enemy shows up.

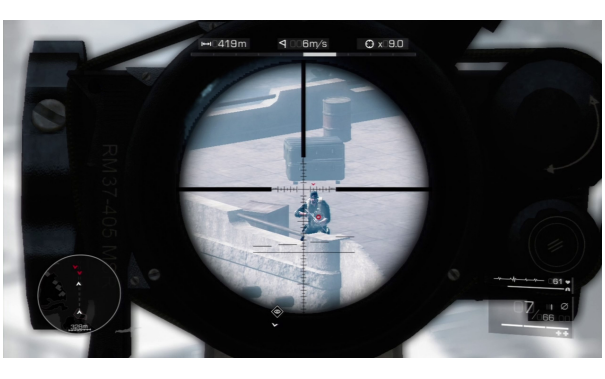


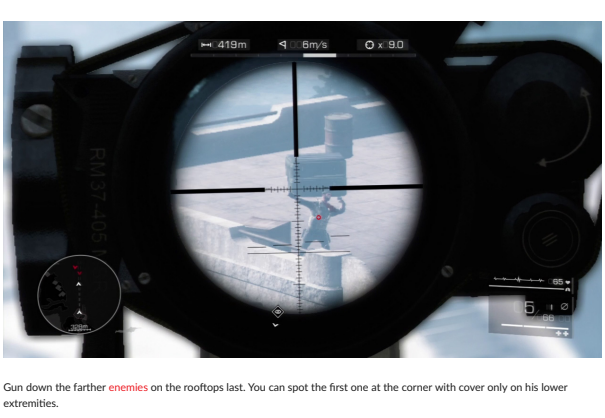


When Diaz calls out to you that he's spotted an RPG, immediately turn your attention to the enemy holding the rocket launcher. A single blast from that will blow up Diaz and his cover even with a near miss.

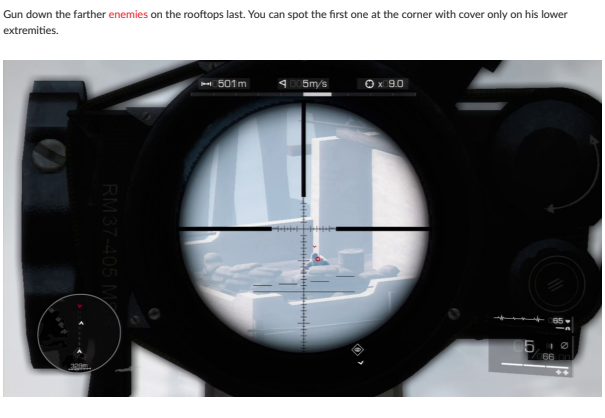
Tip

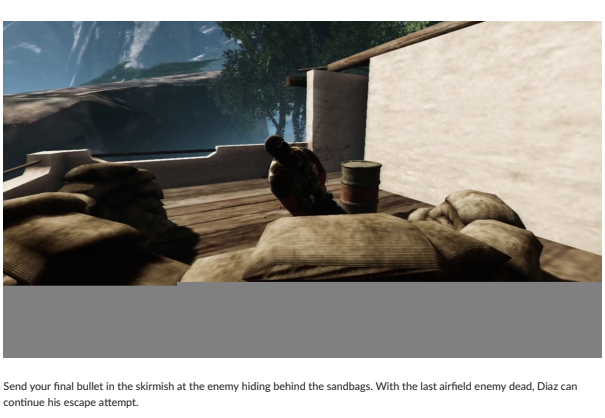
By killing the enemy with the RPG, you make it so that Diaz can pick up the rocket launcher and use it against the vehicle that arrives at the end of the skirmish. This saves you a lot of bullets.





Gun down the farther enemies on the rooftops last. You can spot the first one at the corner with cover only on his lower extremities.





Send your final bullet in the skirmish at the enemy hiding behind the sandbags. With the last airfield enemy dead, Diaz can continue his escape attempt.

Shit, Wheeler's gonna have my ass for this.

Unfortunately, the plane with the bio-agent gets away while you're saving Diaz. The brass won't be happy with your decision, and it will all be in vain if you don't keep Diaz alive.

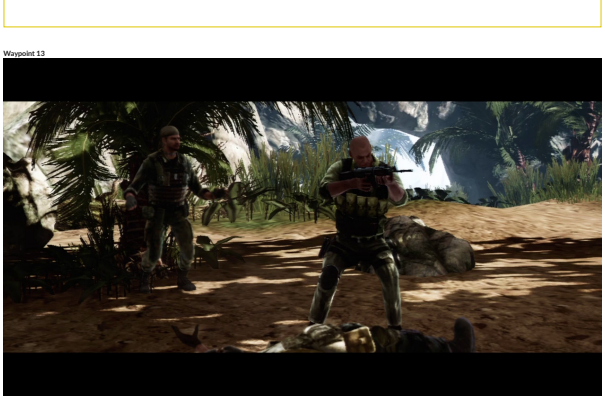
Achievement Unlock: Bullets Can't Hurt Me

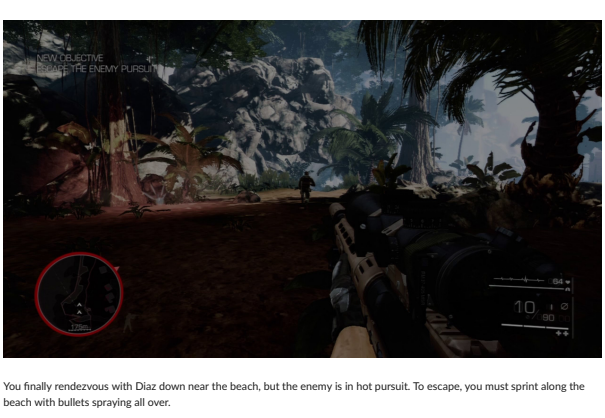
- Xbox 360 Gamer Points: 25

PlayStation Trophy: Silver

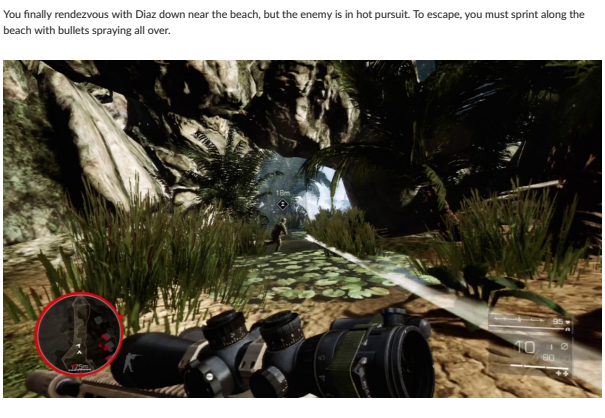
You may not complete this achievement at the end of this mission, but you should be aware of its existence for future acts. To earn the "Bullets Can't Hurt Me" achievement, survive any act without using a single medkit.

Waypoint 13



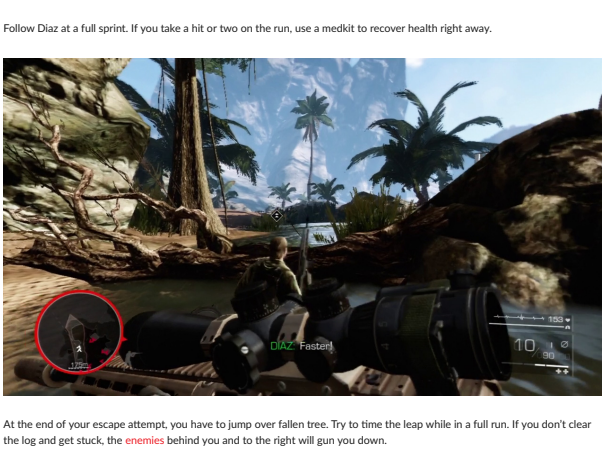


You finally rendezvous with Diaz down near the beach, but the enemy is in hot pursuit. To escape, you must sprint along the beach with bullets spraying all over.

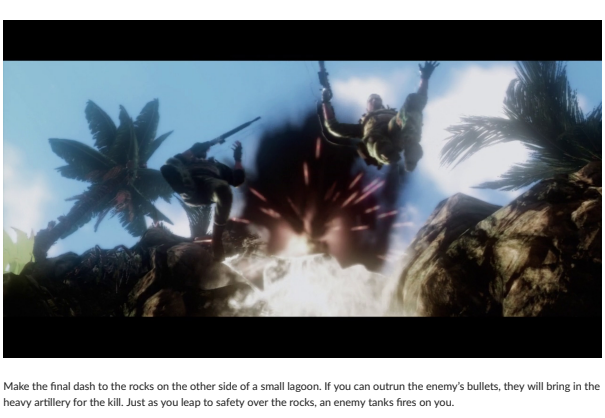


DIAZ: Lotta heat on the right! We need to lose 'em!

Follow Diaz at a full sprint. If you take a hit or two on the run, use a medkit to recover health right away.



At the end of your escape attempt, you have to jump over fallen tree. Try to time the leap while in a full run. If you don't clear the log and get stuck, the enemies behind you and to the right will gun you down.



Make the final dash to the rocks on the other side of a small lagoon. If you can outrun the enemy's bullets, they will bring in the heavy artillery for the kill. Just as you leap to safety over the rocks, an enemy tanks fires on you.

The world explodes around you, and Act 1 ends. Next, you'll flash back to Sarajevo to learn about the events that ultimately lead you to the mission to retrieve the bio-agent.

Achievement Unlock: Operation Quarterback

- Xbox 360 Gamer Points: 10
- PlayStation Trophy: Bronze

Once you finish the third mission, you complete Act 1 and earn this achievement. Just survive to collect another achievement.

Mission 4: Operational Archangel

4.1 Overview

Click here for interactive map

Mission Overview

Your first mission in Act 2 is a flashback to when you were partners will Carl Maddox in Sarajevo. Inserted in the middle of a war zone, you and your spotter must infiltrate the city undetected and rendezvous with a C.I.A. contact named Merinov.

Now that you've reached the second act, you can pick up two more achievements by honing your sniper skills. If you hold your breath and mark your fiftieth kill, you earn the "Kill With Still" achievement, while finishing off your fifteenth victim with a stealth kill will earn the "Psst, Don't Look Behind You" achievement.

Objectives

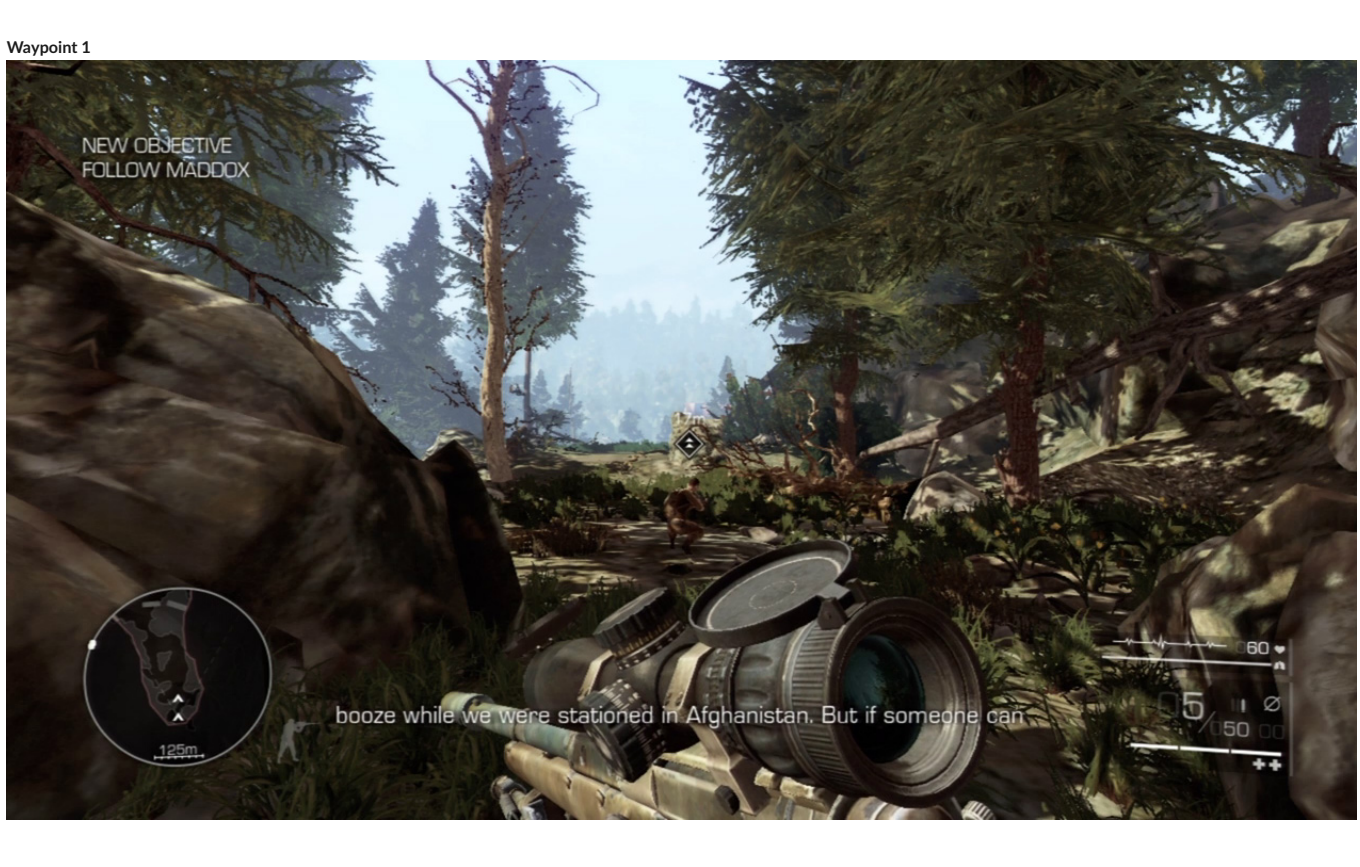
- Follow Maddox.
- Eliminate enemies in the train station.
- Follow Maddox.
- Plant C4 on the AA guns and destroy them.
- Follow Maddox.

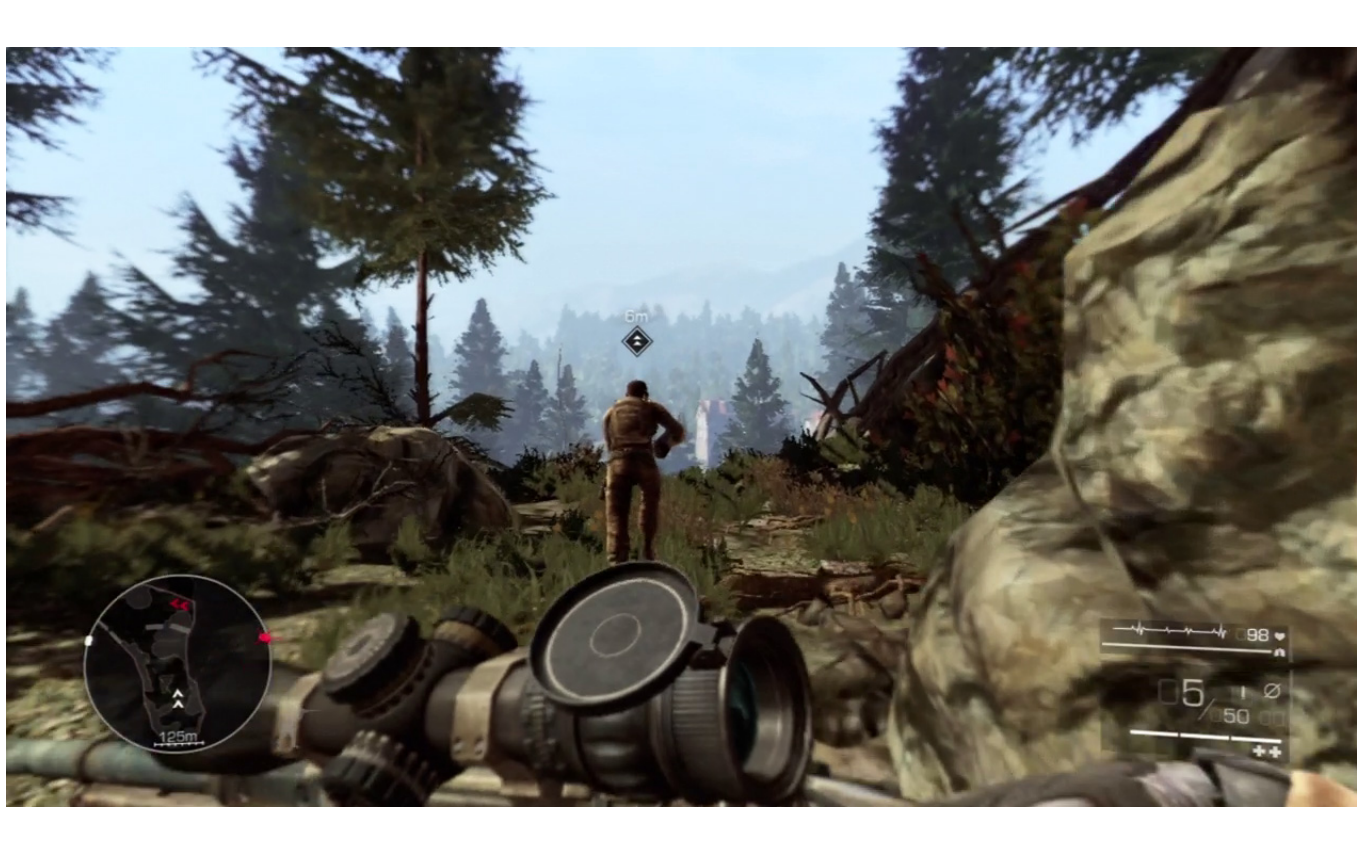
Mission 4: Operational Archangel

4.2 Waypoints 1-7

Video is restricted

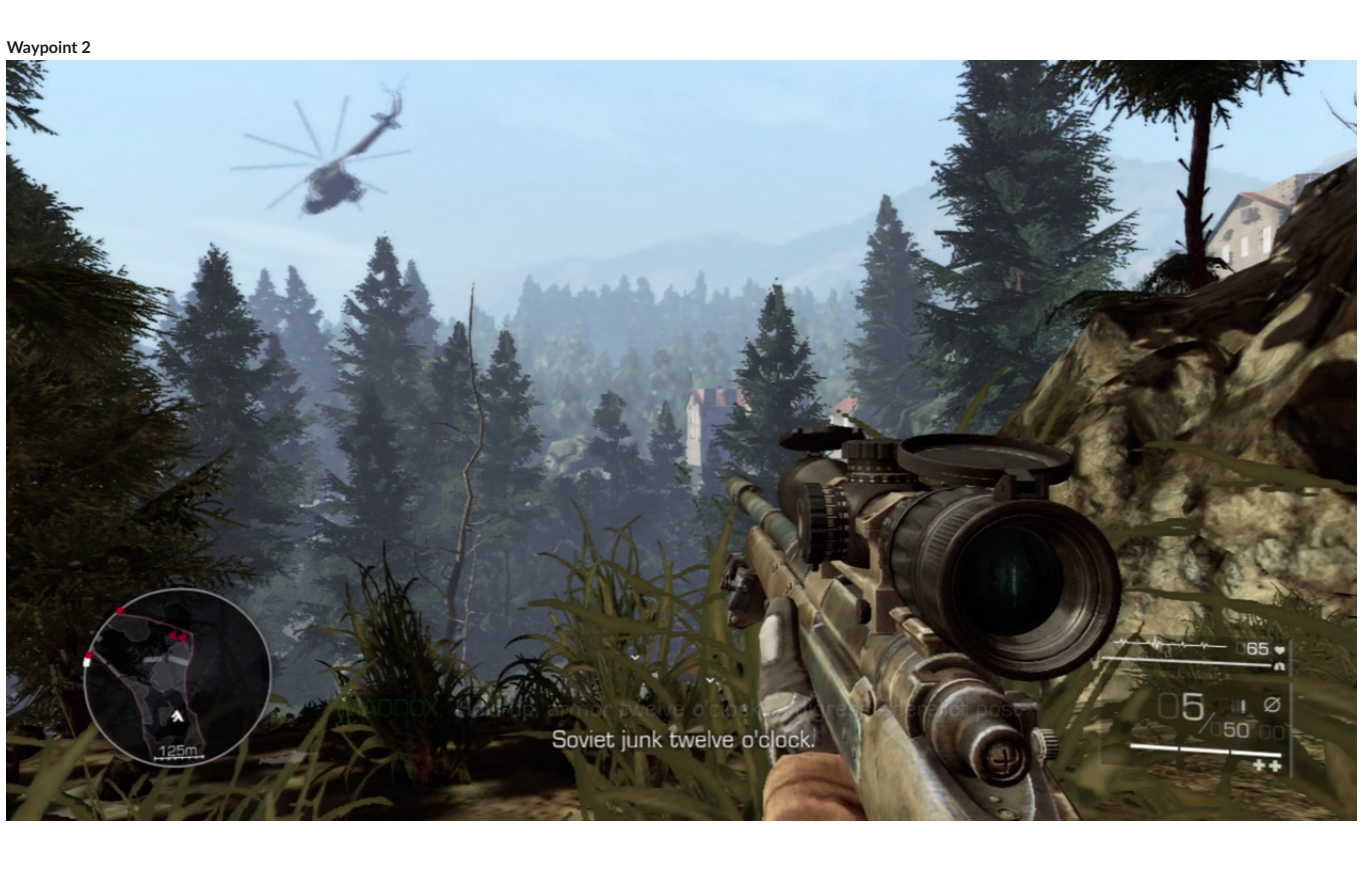
Waypoint 1


NEW OBJECTIVE
FOLLOW MADDOX
booze while we were stationed in Afghanistan. But if someone can



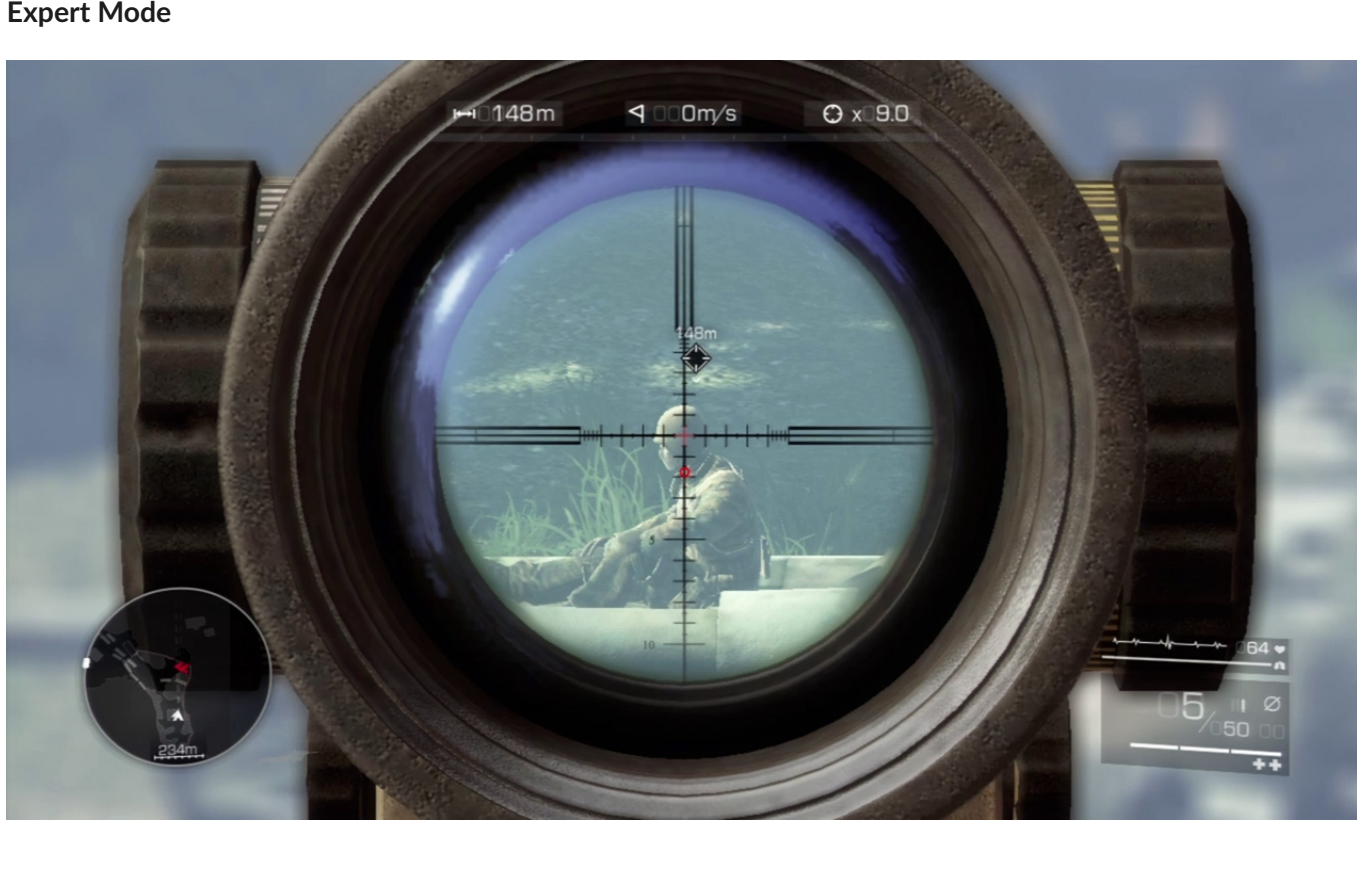
Act 2 begins with a flashback to your tragic mission in Sarajevo. You're teamed with Carl Maddox, your spotter for the Sarajevo missions. Follow Maddox to your first sniper spot on the hill ahead.

Waypoint 2


Soviet junk twelve o'clock.

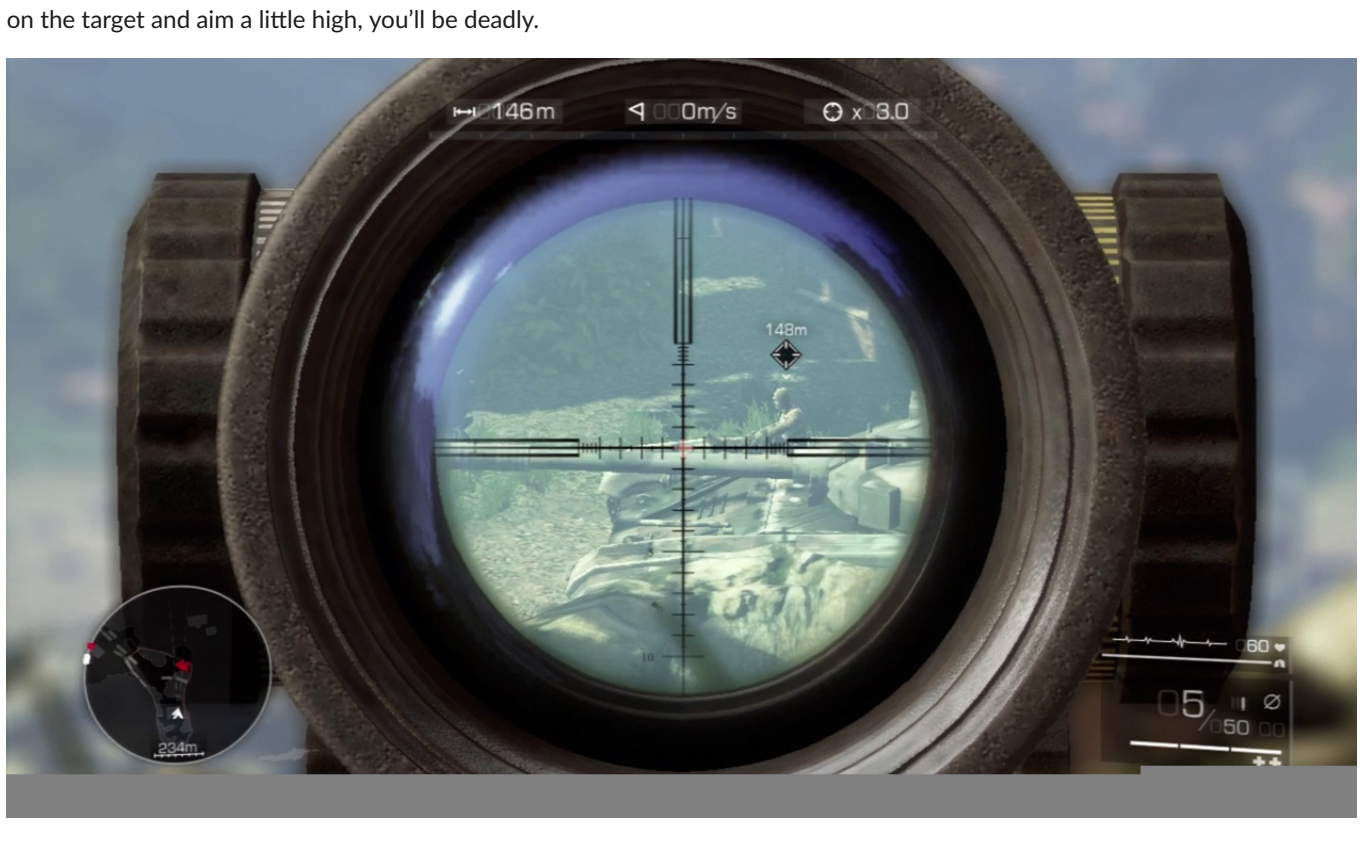
Drop prone as you advance on the hill. After the enemy chopper whirls away, crawl to the hill's lip and gaze down at the enemy tank below.

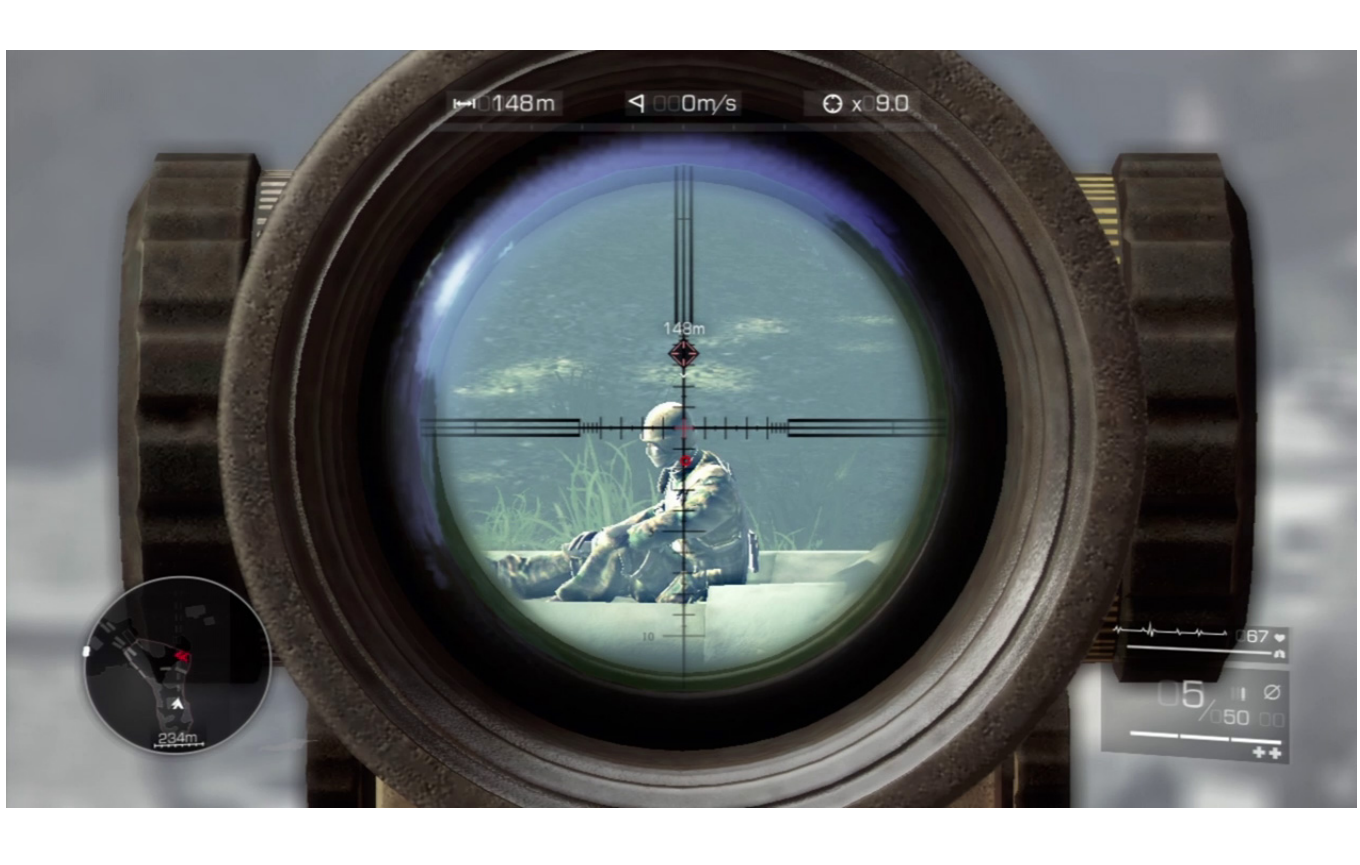
Expert Mode


148m
0m/s
x 9.0

- Distance: Approximately 150 meters
- Wind: 0 meters/second (not blowing)
- Magnification: 9x

There is no wind as you set up against the tank enemies; however, it's not a "give me" shot. Gravity will pull your bullet down, and your shot will fall to just above the second vertical reticle line on the bottom. So long as you keep your bull's-eye centered on the target and aim a little high, you'll be deadly.


146m
0m/s
x 3.0

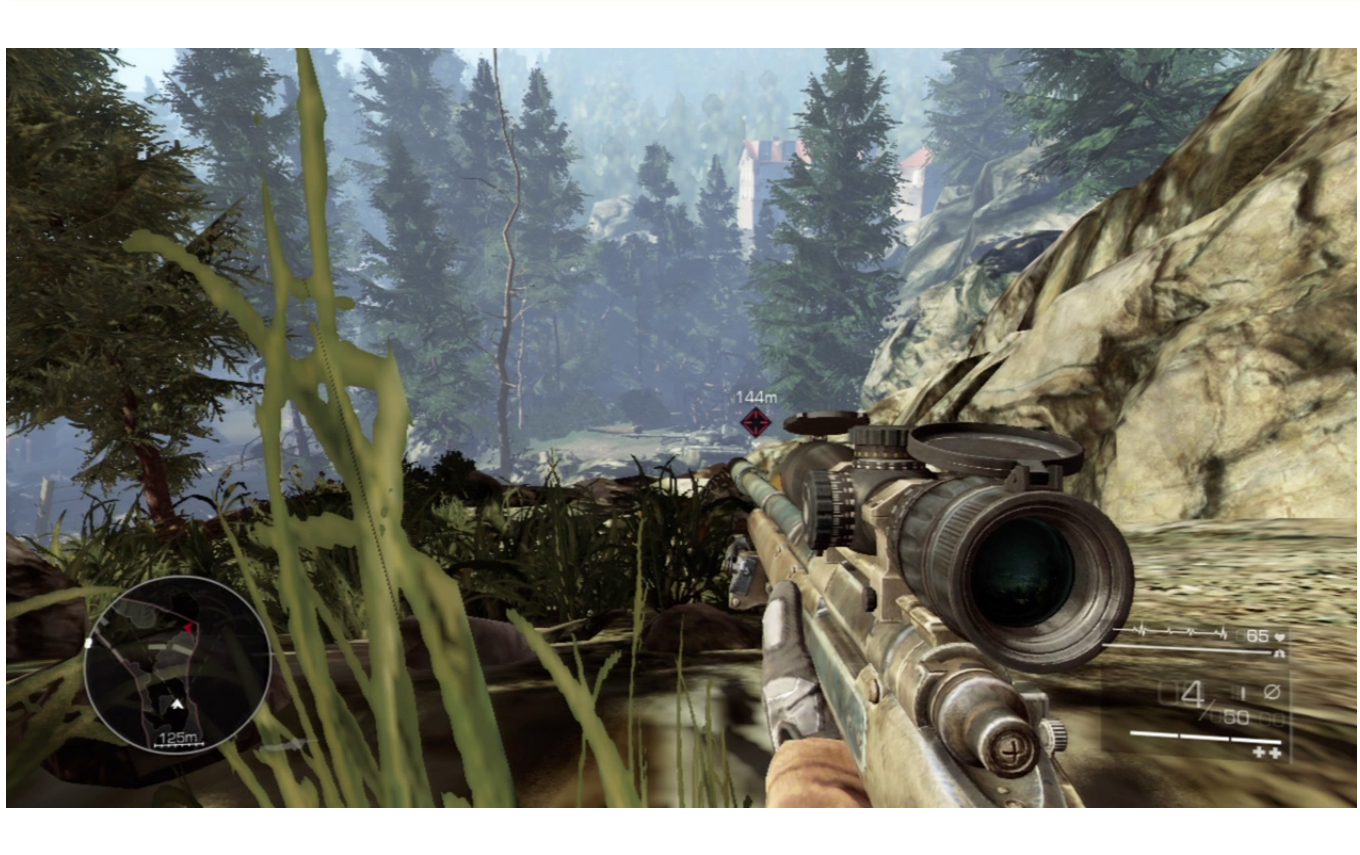

148m
0m/s
x 9.0

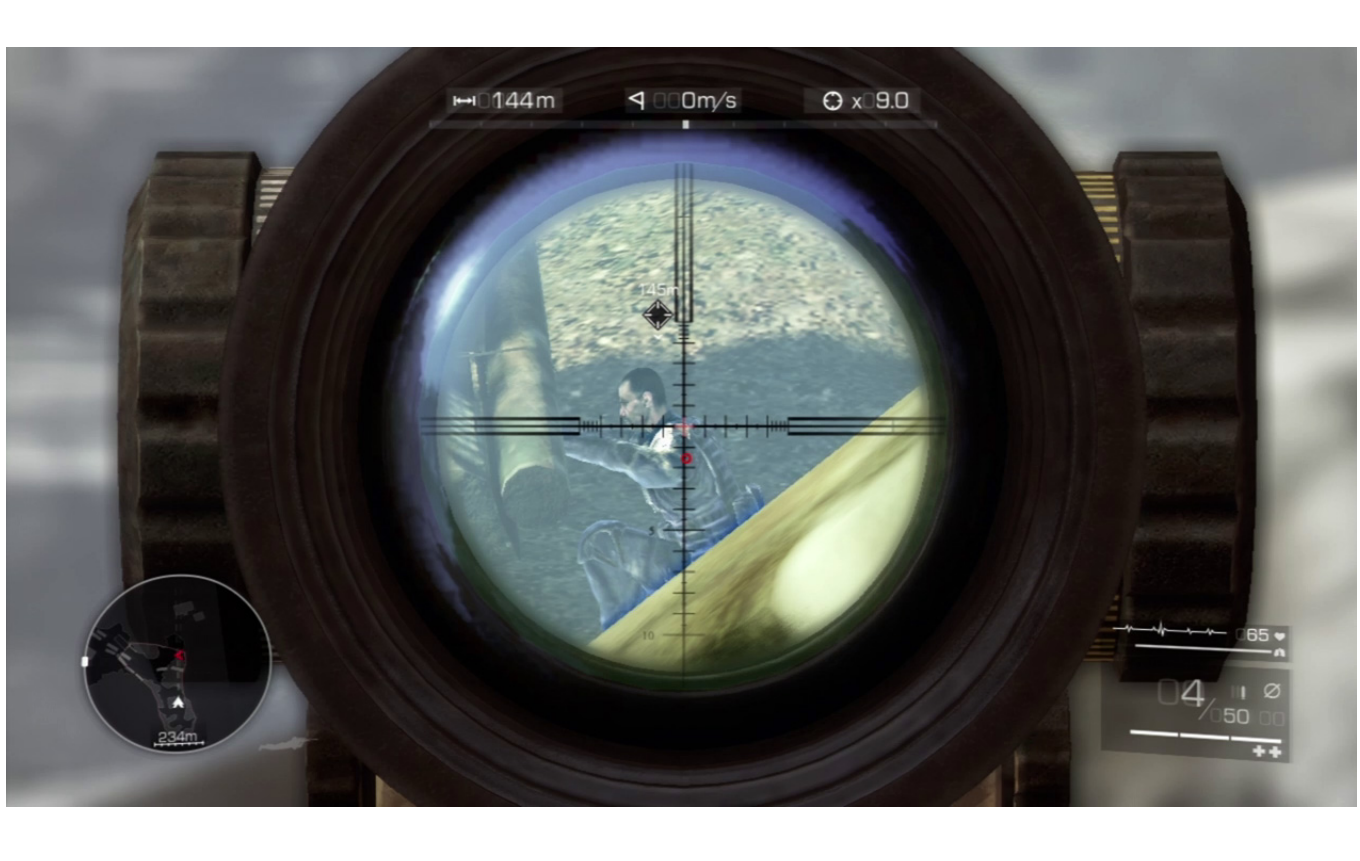
Maddox asks you to eliminate the two enemies in the valley below the sniper spot. Aim for the enemy on top of the tank first. The second enemy can't see you take the shot from his position working on the tank's underside.

Achievement Unlock: Kill With Still

- Xbox 360 Gamer Points: 10
- PlayStation Trophy: Bronze

You know that holding your breath will slow down time and make it easier to line up those difficult shots. But did you know that if you do this 50 times, you earn the "Kill With Still" achievement? Well, now you do.

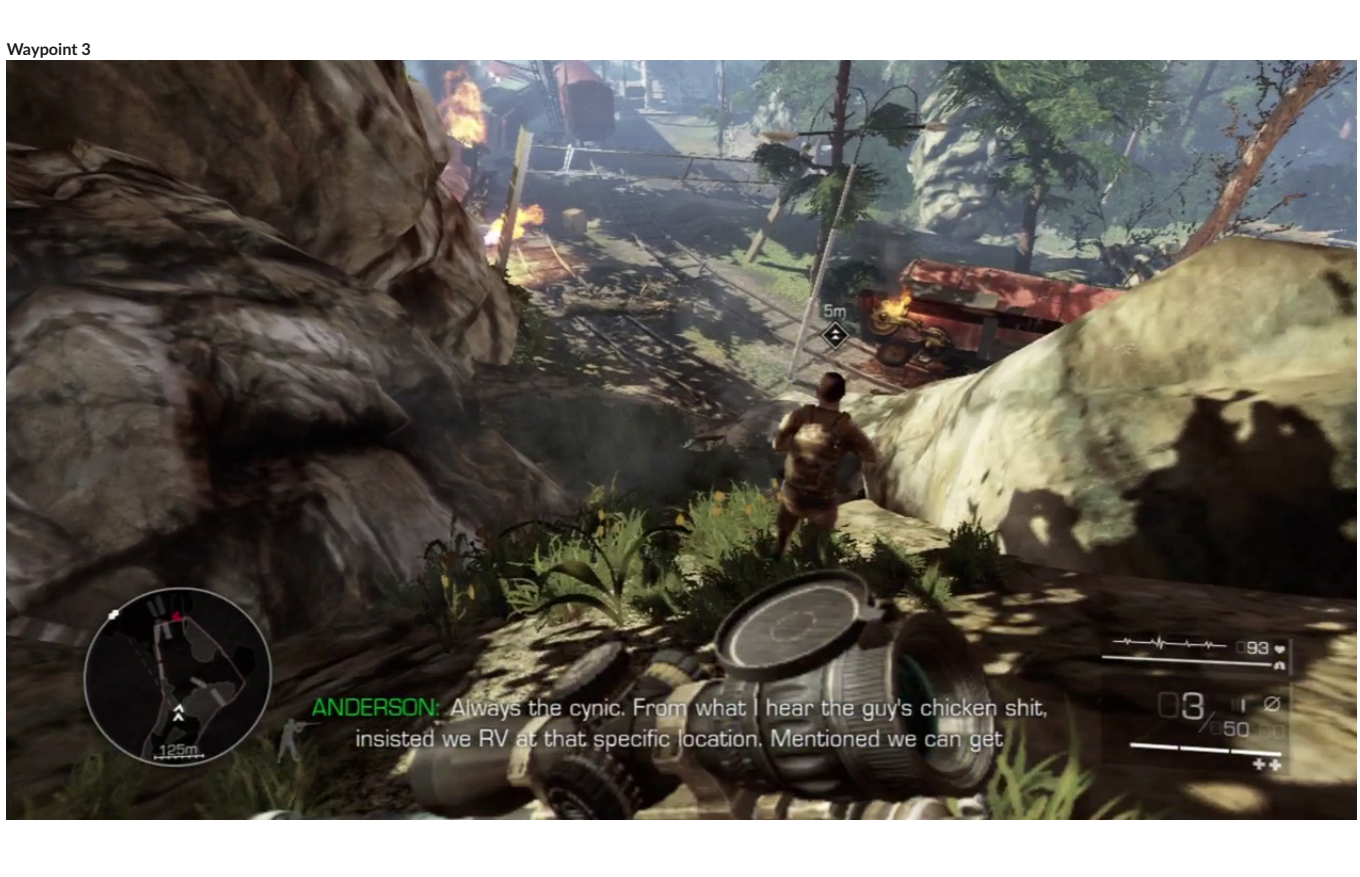



144m
0m/s
x 9.0

Sight on the second enemy after you kill the first. He's difficult to spot; he's repairing the rear of the tank, and you'll have to find a good shot between the hillside and the tank's armor.

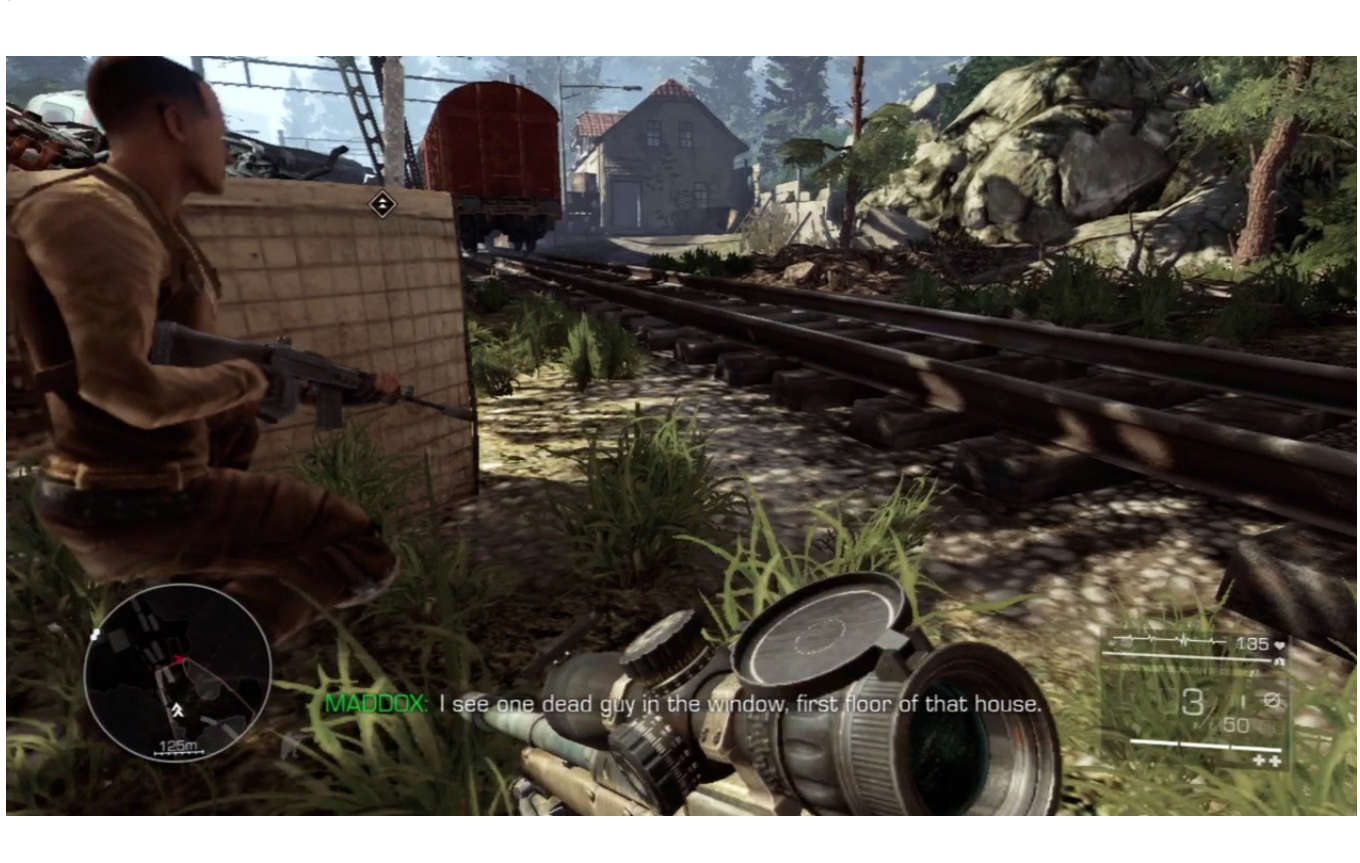
Hold your breath to steady the shot and then wipe him out.

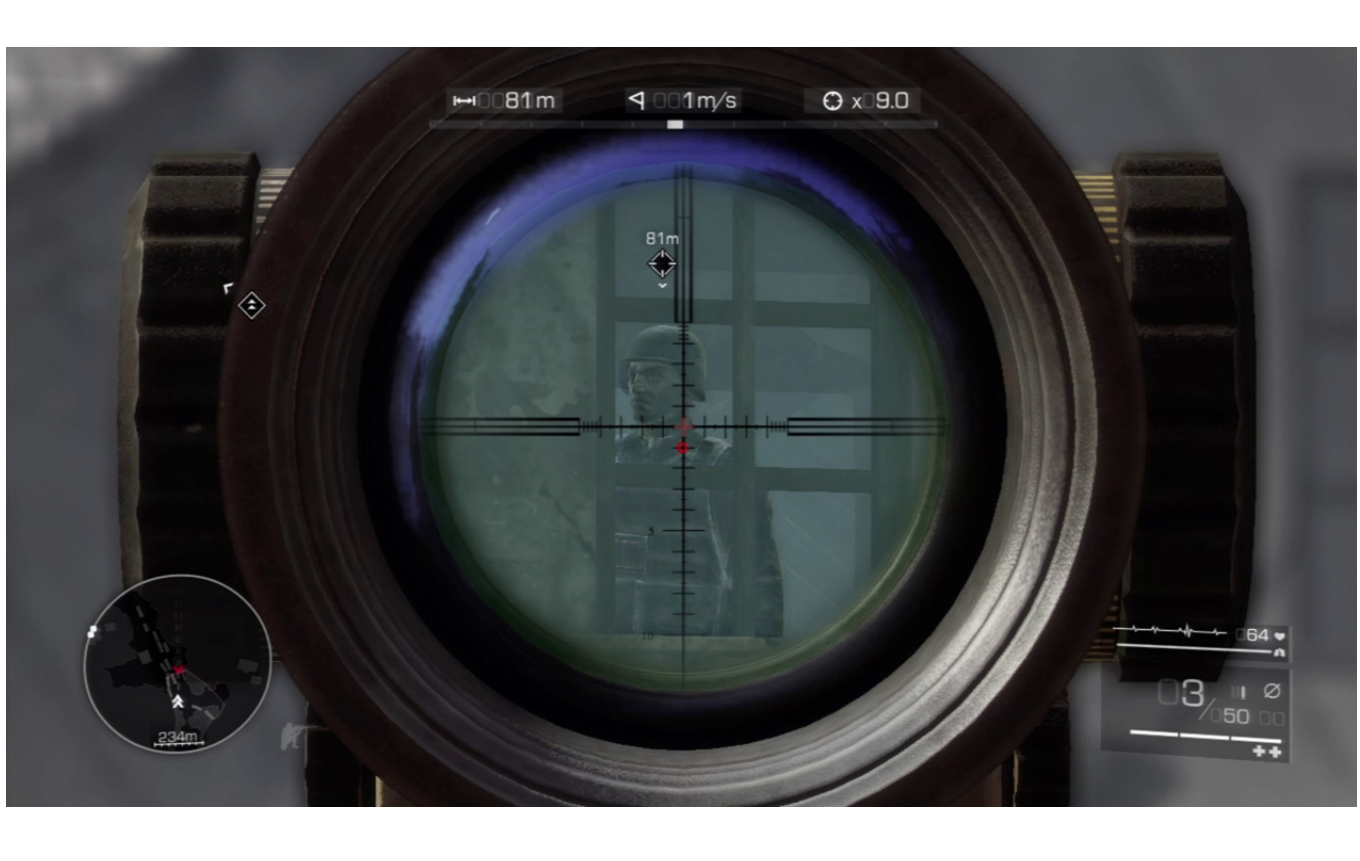
Waypoint 3


ANDERSON: Always the cynic. From what I hear the guy's chicken shit, insisted we RV at that specific location. Mentioned we can get

Maddox leads you down the hill and toward a series of buildings on the city outskirts.

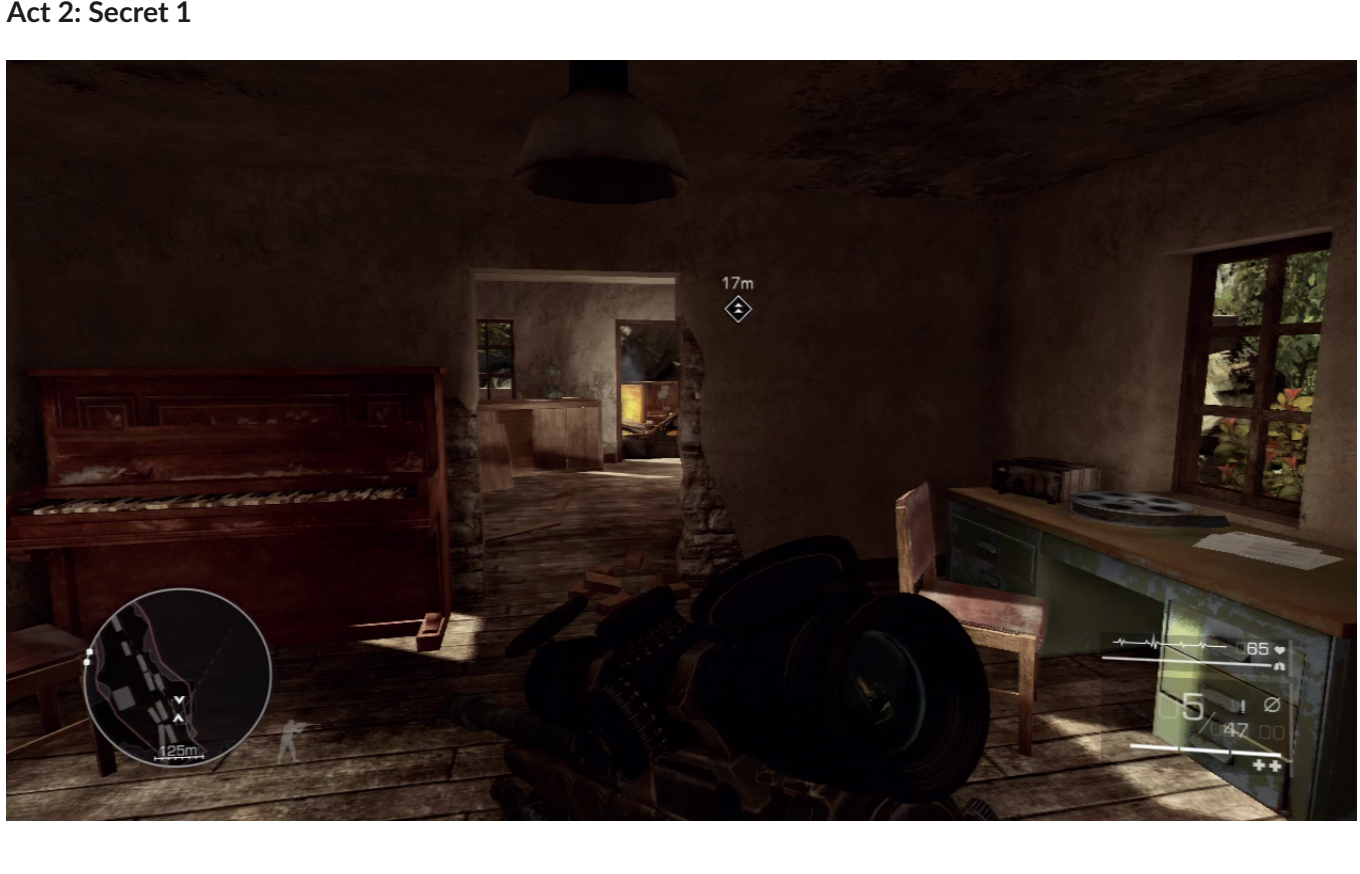
Throughout the mission you'll want to mimic Maddox's movements: Sprint when he sprints, crouch when he crouches, go prone when he hits the dirt, etc.


MADDOX: I see one dead guy in the window, first floor of that house.



Crouch with Maddox at the corner leading to the railroad tracks. He'll point out a house in the distance with an enemy guarding the top floor. Wait for the enemy to walk by the window and squeeze the trigger when you have a clean shot.

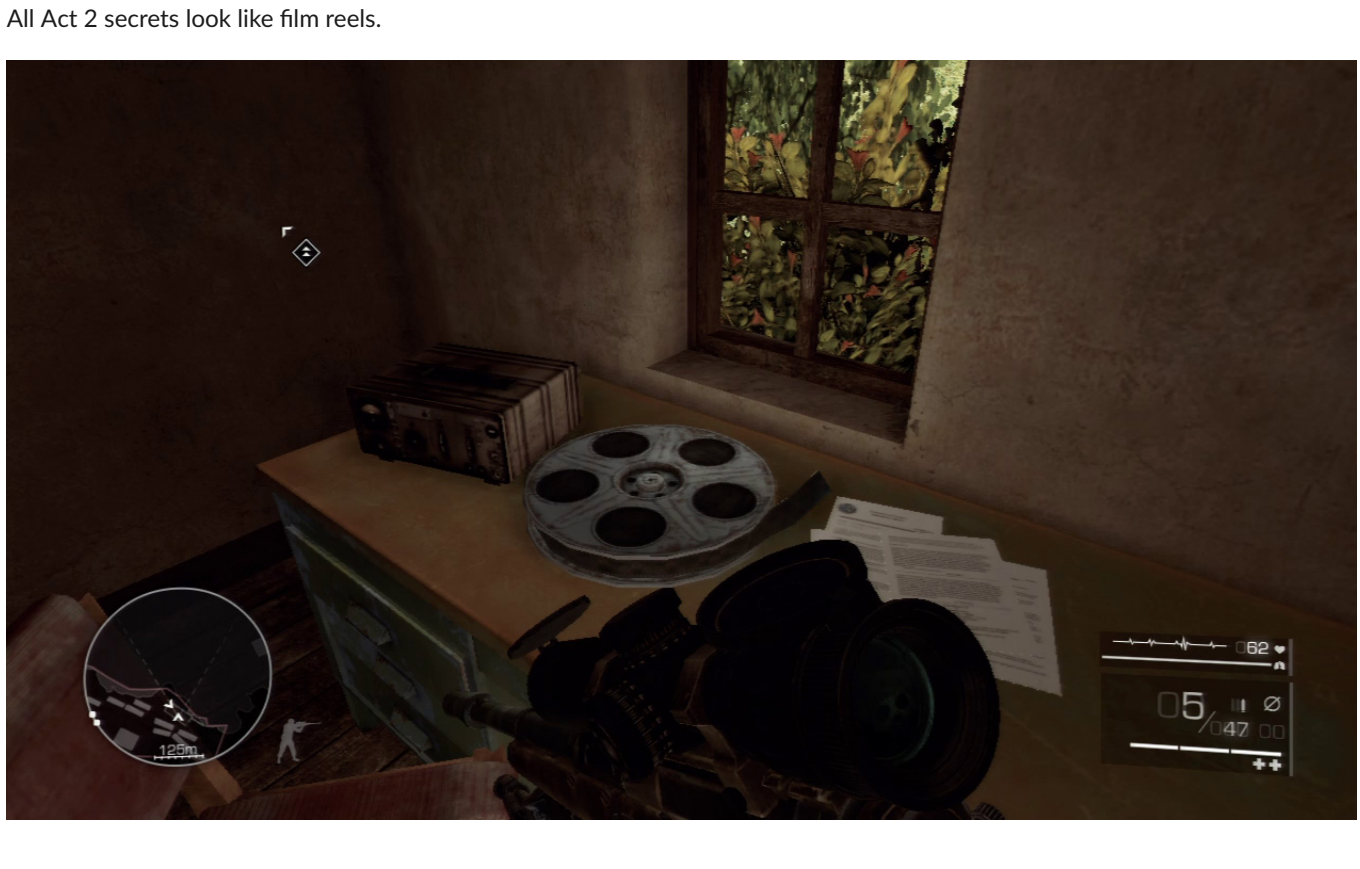
Act 2: Secret 1



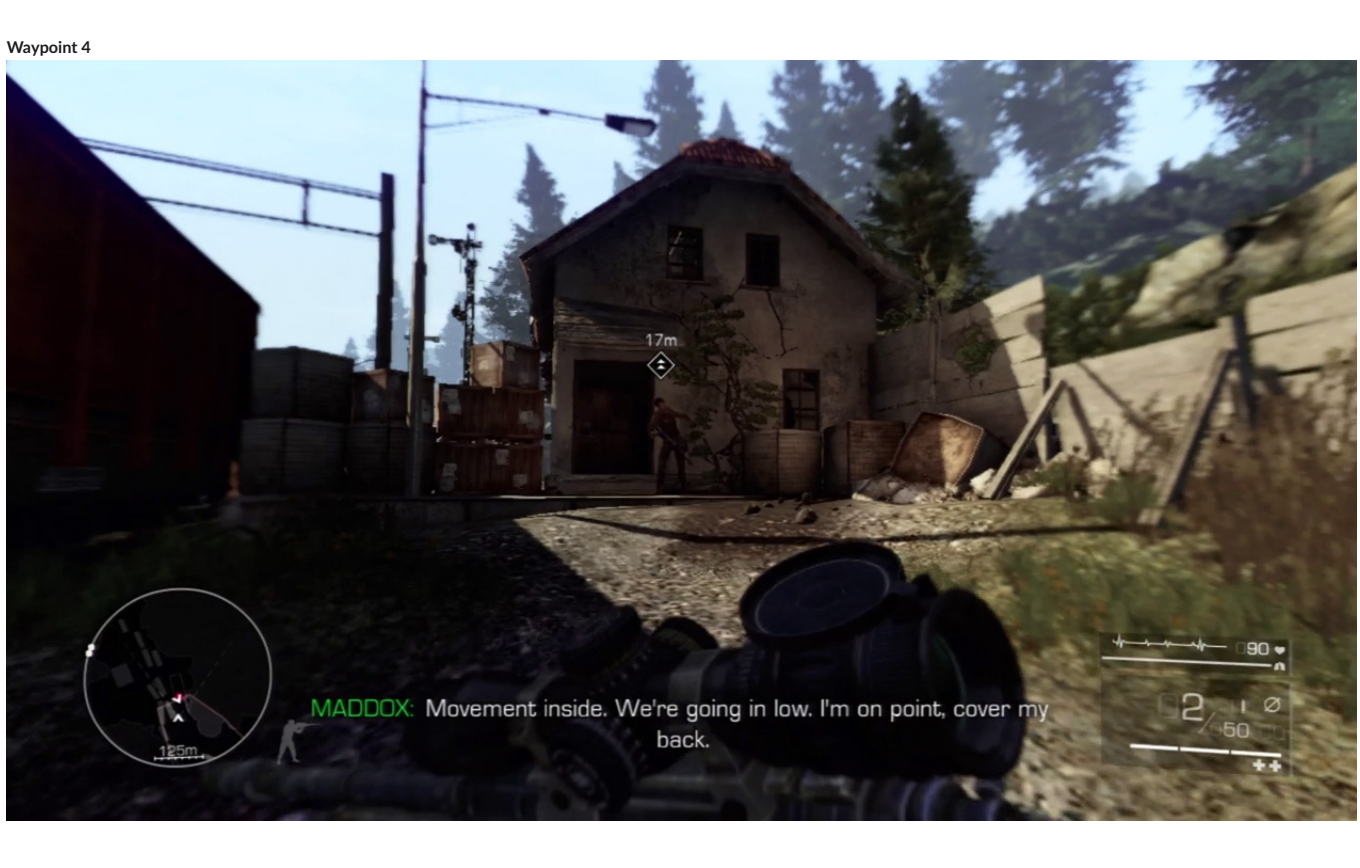
Look for the first secret in Act 2 inside the first house by the railroad tracks.

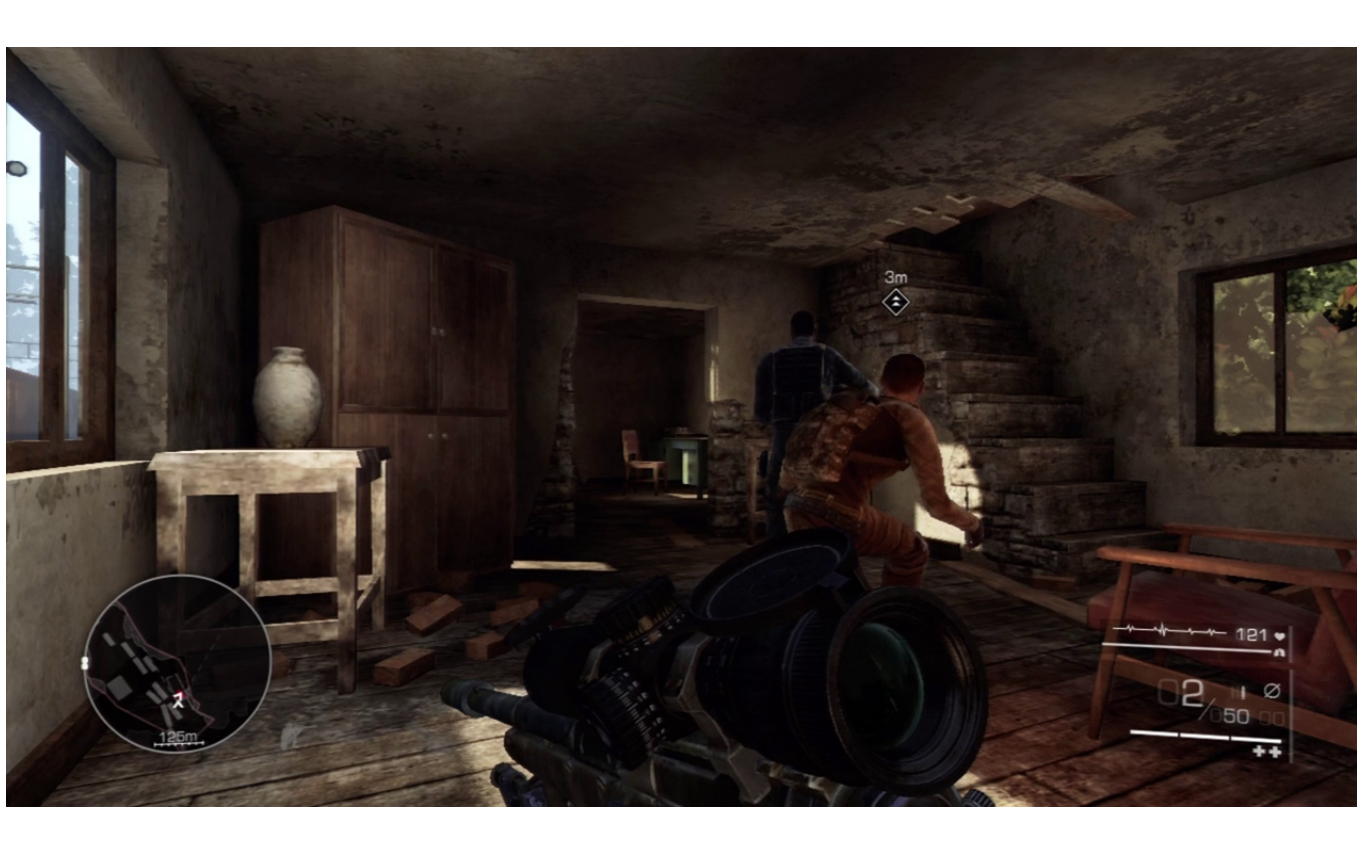
Let Maddox stealth kill the lone guard on the ground floor and snatch the secret from the table to your right.

All Act 2 secrets look like film reels.

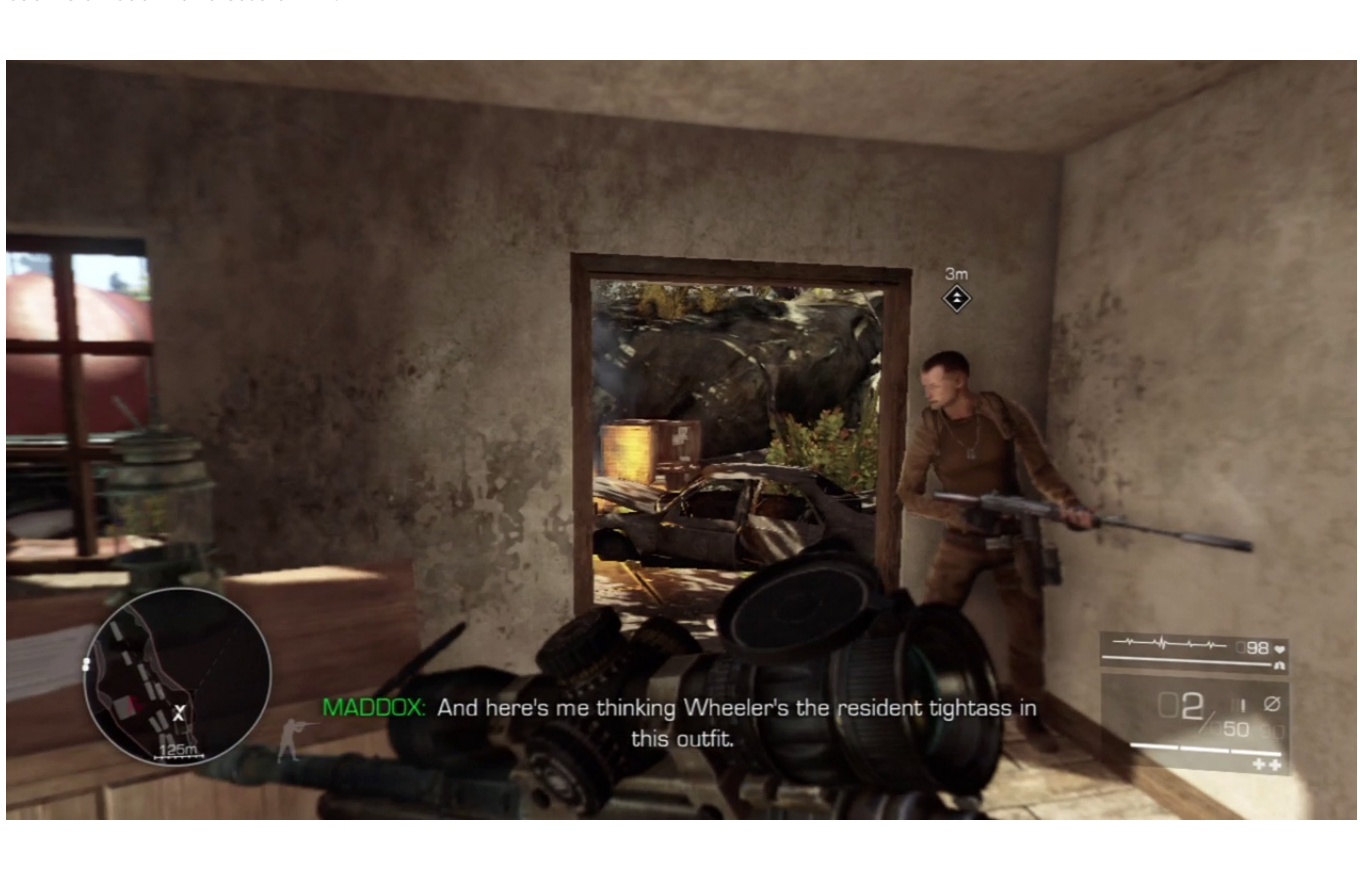


Waypoint 4


MADDOX: Movement inside. We're going in low. I'm on point, cover my back.

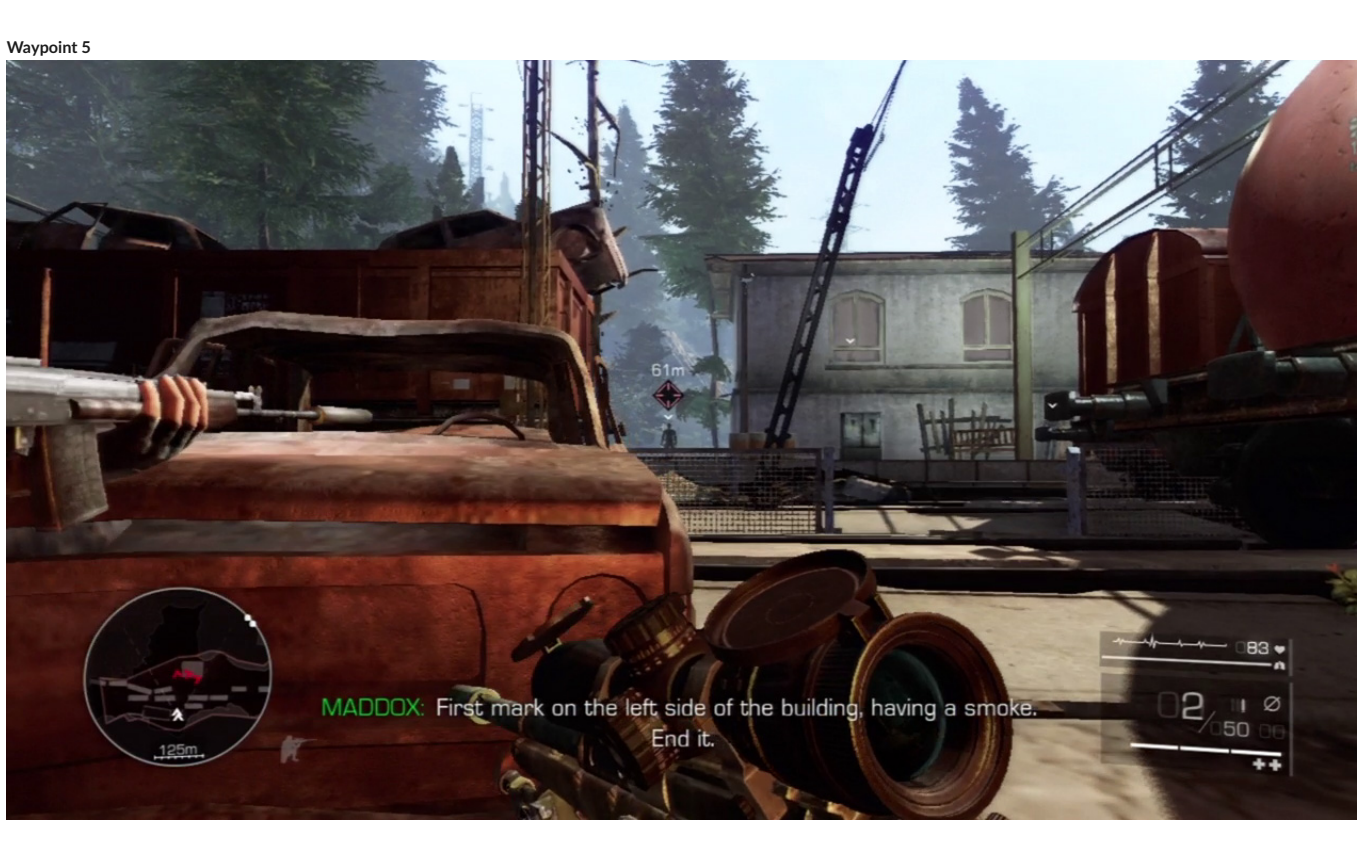


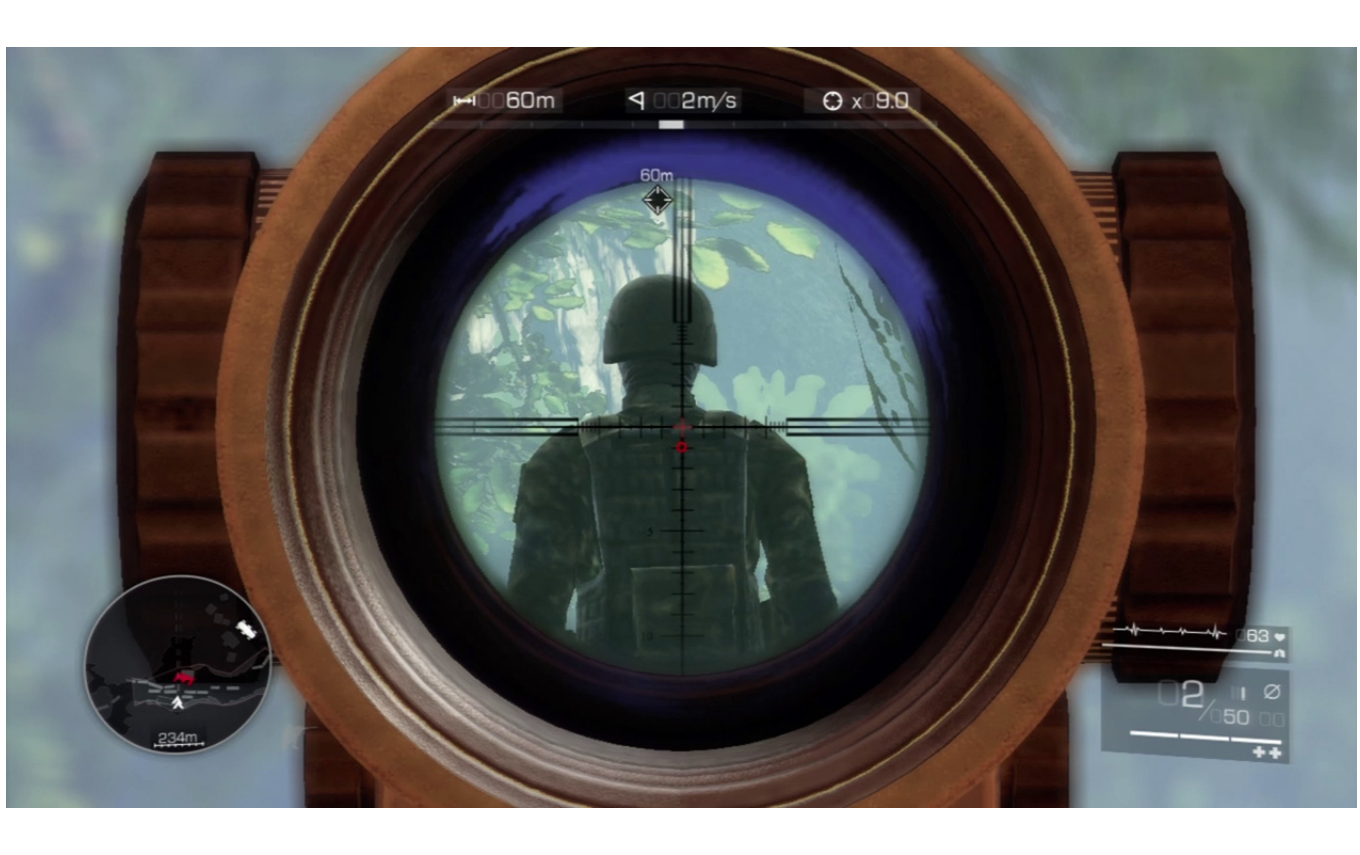
Advance on the house. Maddox asks you to cover him as he slips into the house. Let him sneak up on the first-floor enemy and cut his throat with a stealth kill.

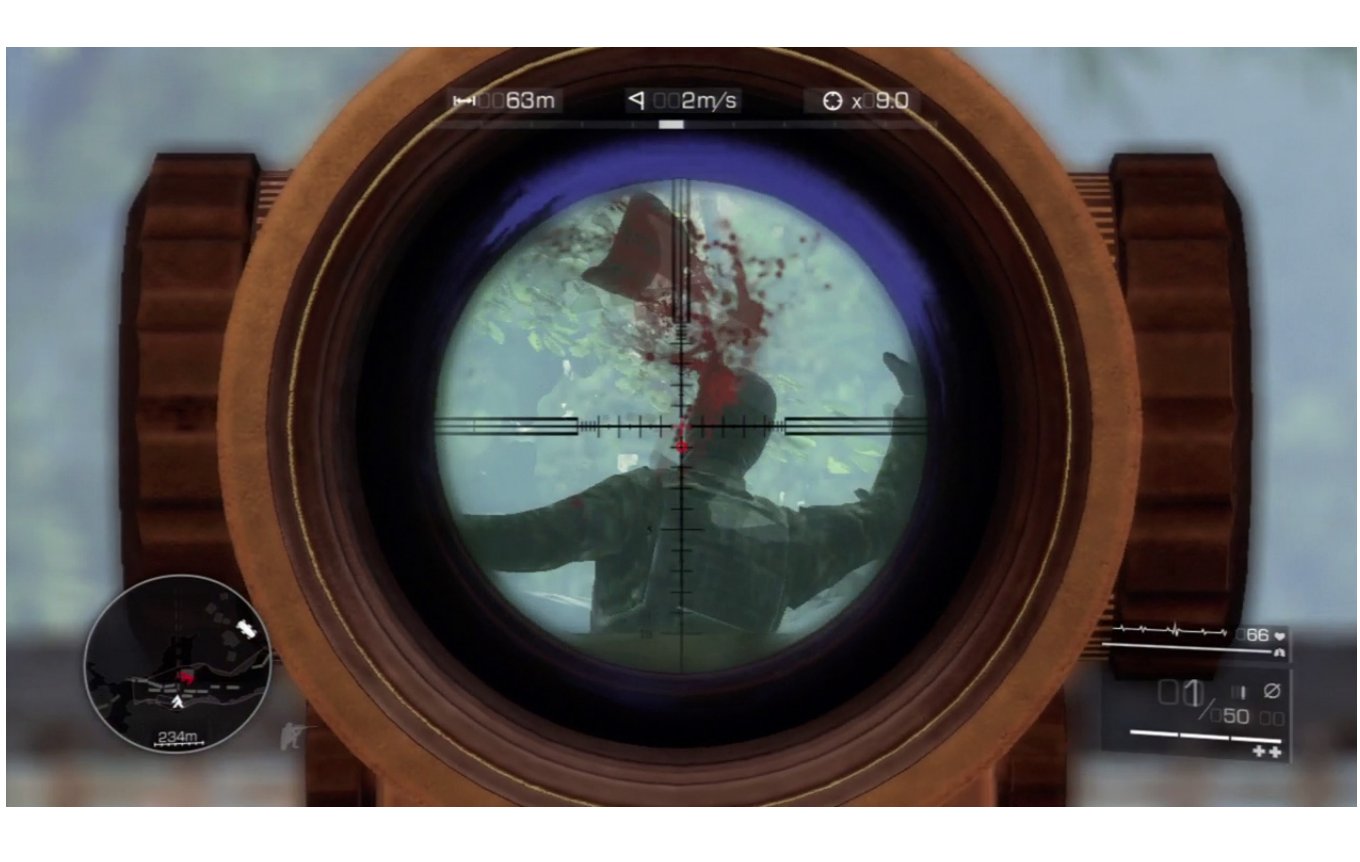

MADDOX: And here's me thinking Wheeler's the resident tightass in this outfit.

Proceed through the house to the back door. When Maddox exits, follow him through the junkyard out back.

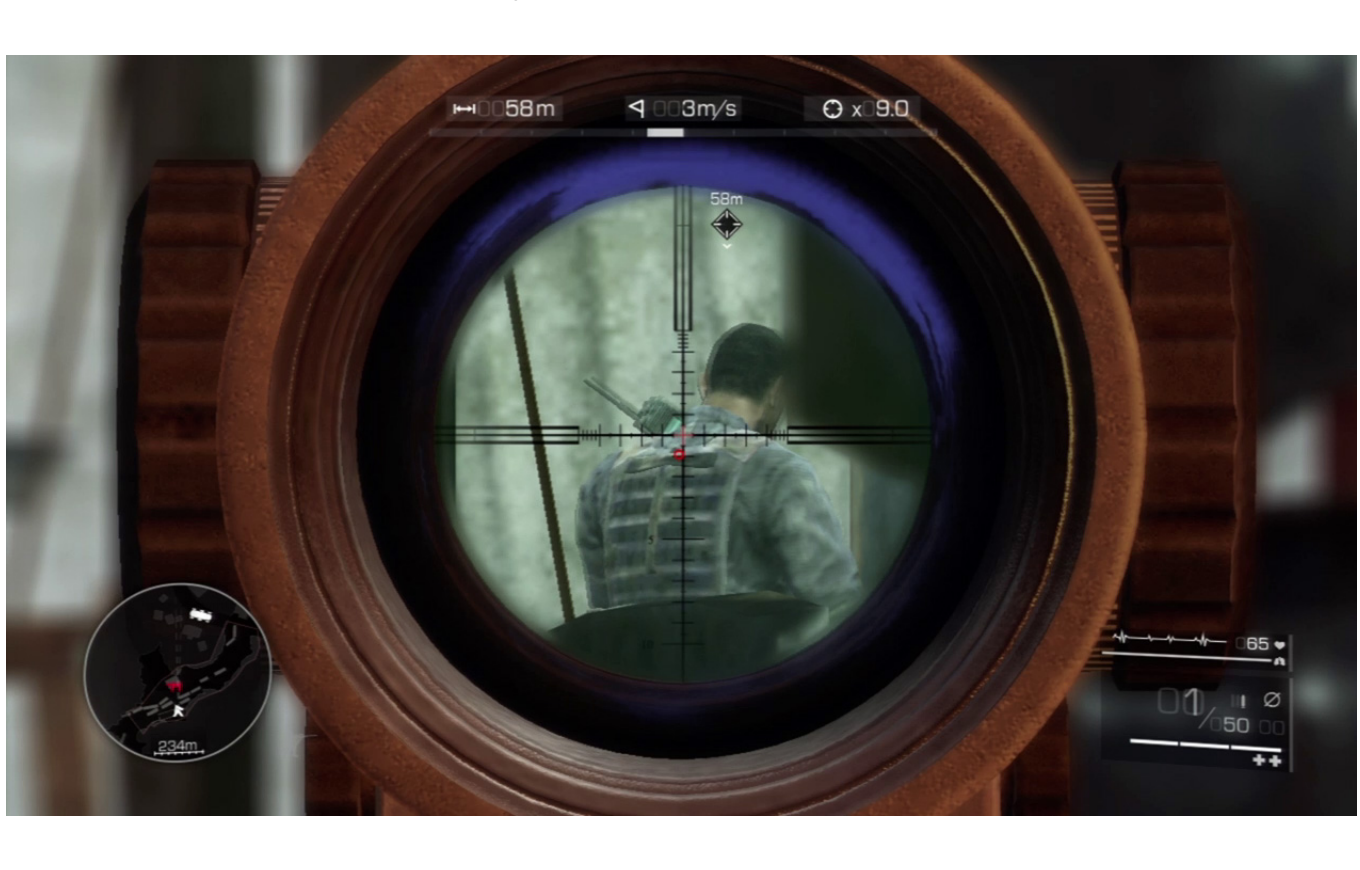
Waypoint 5


MADDOX: First mark on the left side of the building, having a smoke. End it.

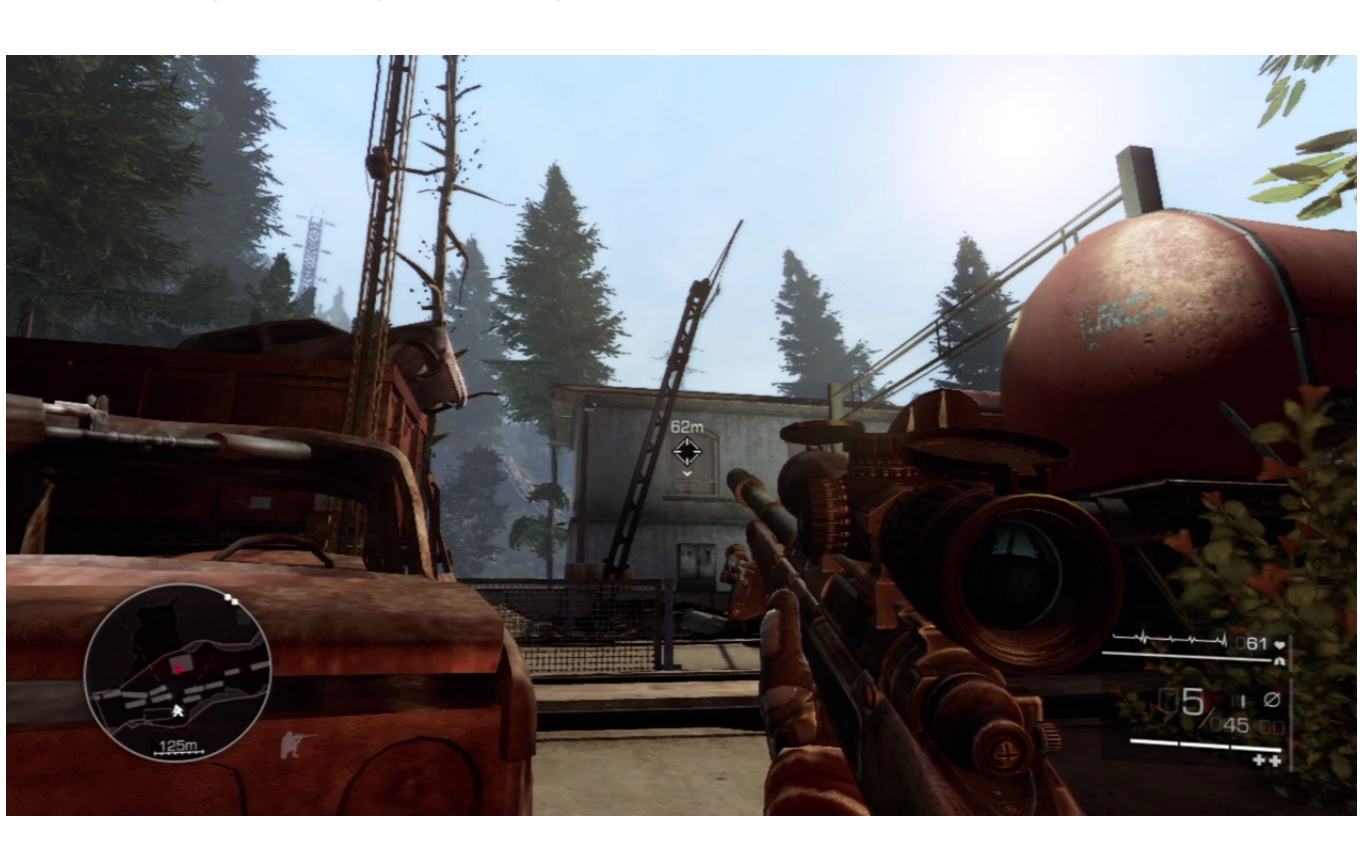


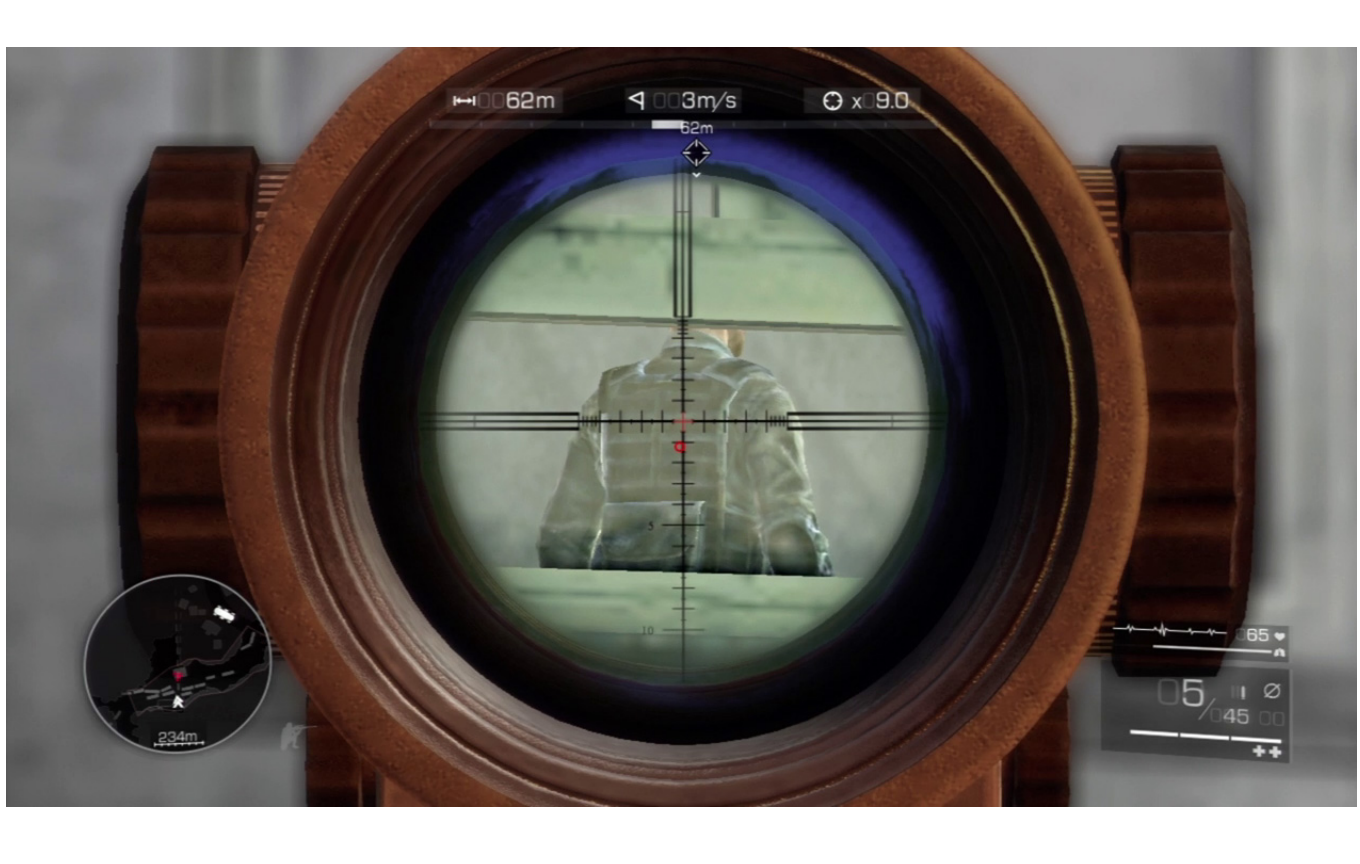


Hide behind the car in front of the stone house. You have three enemies to deal with in and around the house. First, look for the enemy patrolling the left side. He stands out of sight of both the guard on the top floor and the one chatting on the walkie-talkie out front. Blow his helmet off with a well-placed headshot.



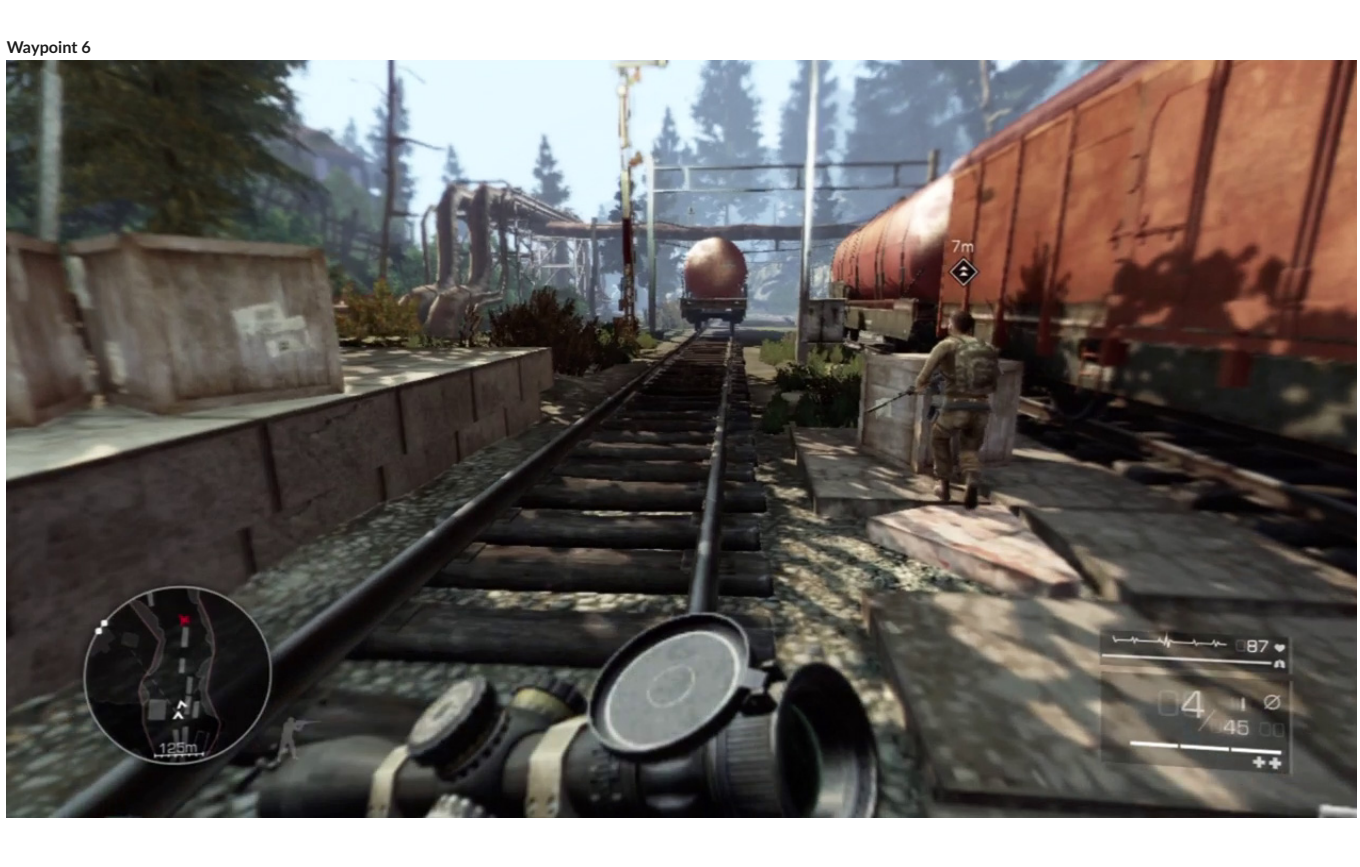
Next, zoom in on the walkie-talkie guard. You may have to shuffle back and forth to get the correct angle to avoid the obstacles between you. Fire when you have a deadly head or torso shot.

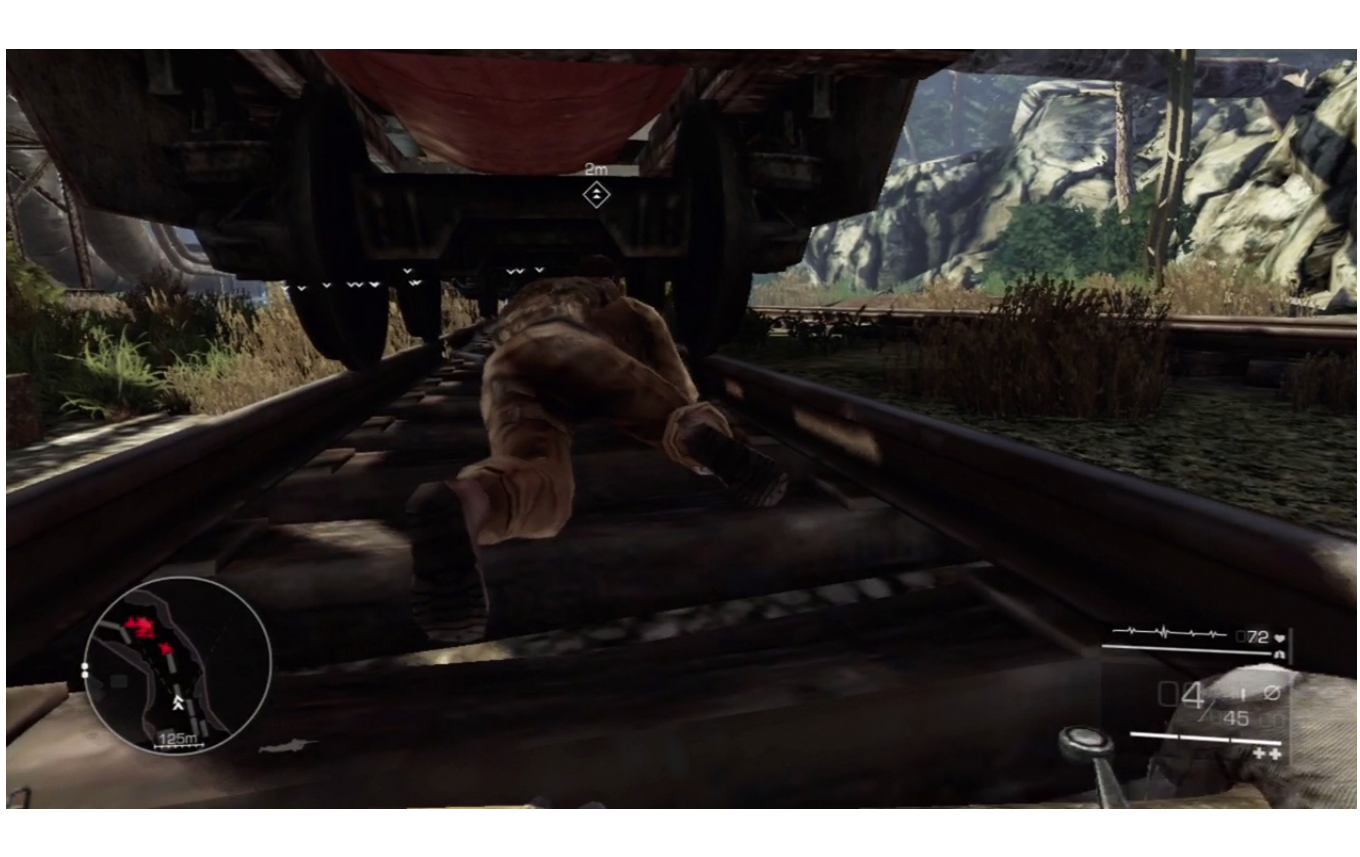


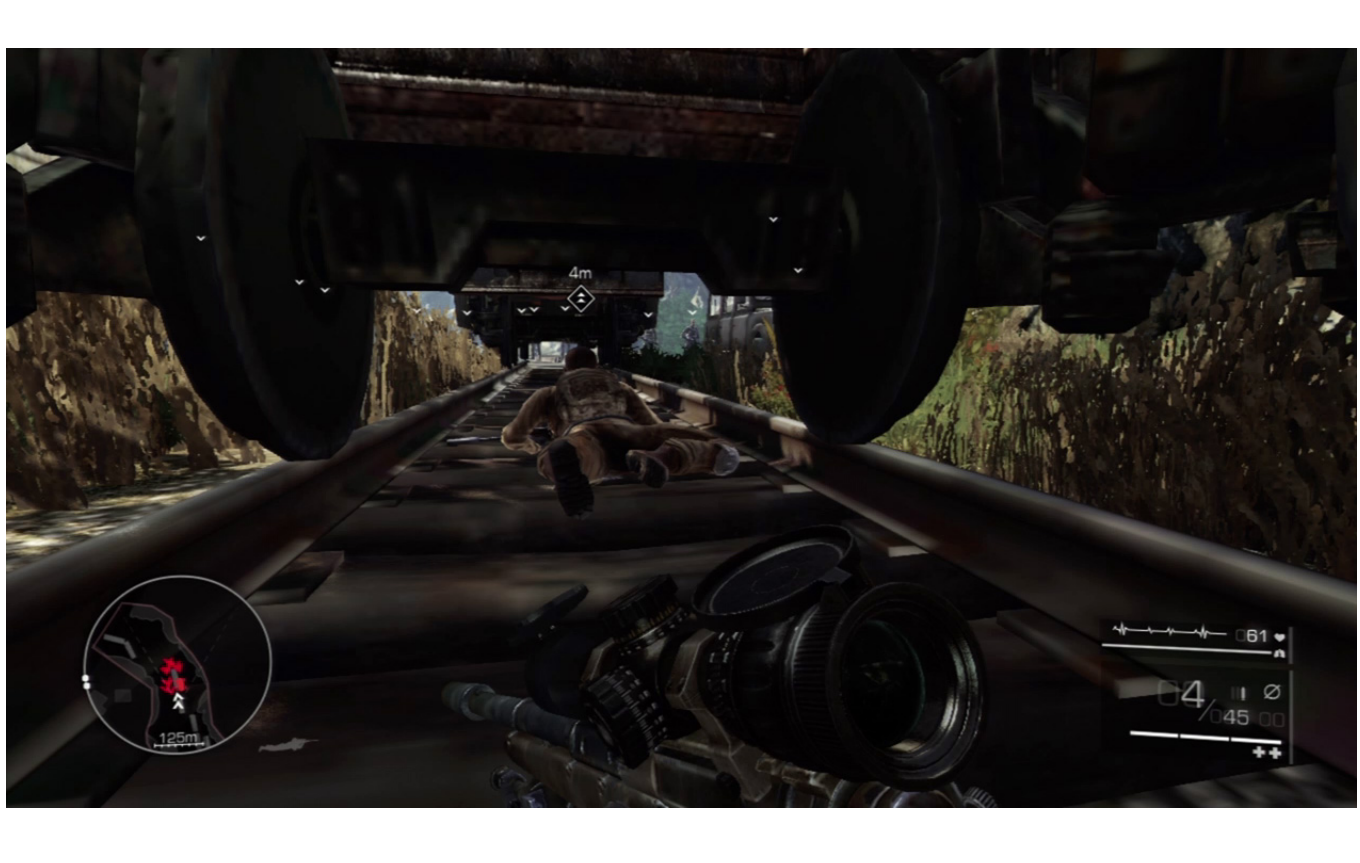


Finally, aim for the top-floor window on the left. The guard paces back and forth, and he should stand in front of this window long enough for you to execute him with a single bullet. Hold your breath and slow down time to make the shot easier.

Waypoint 6



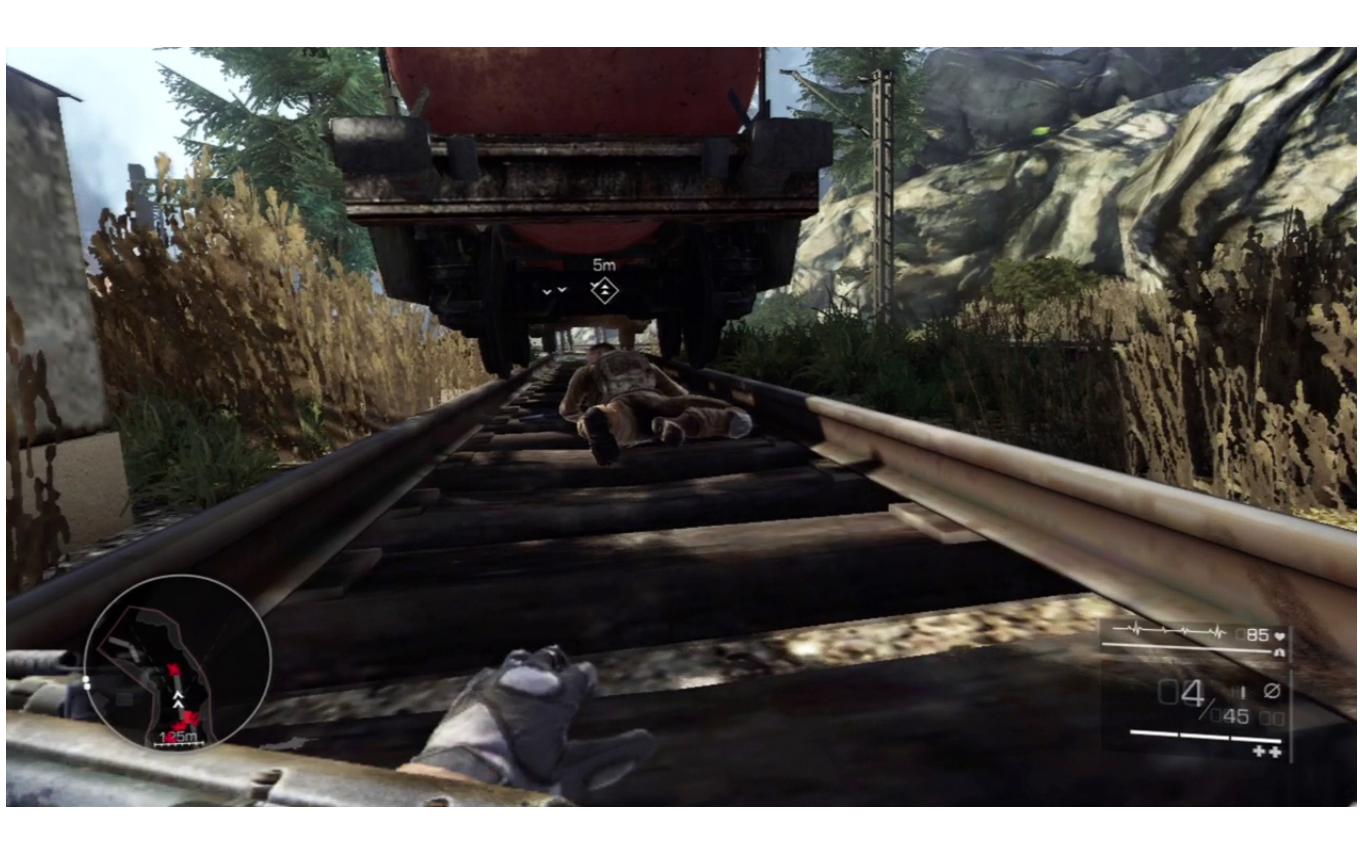


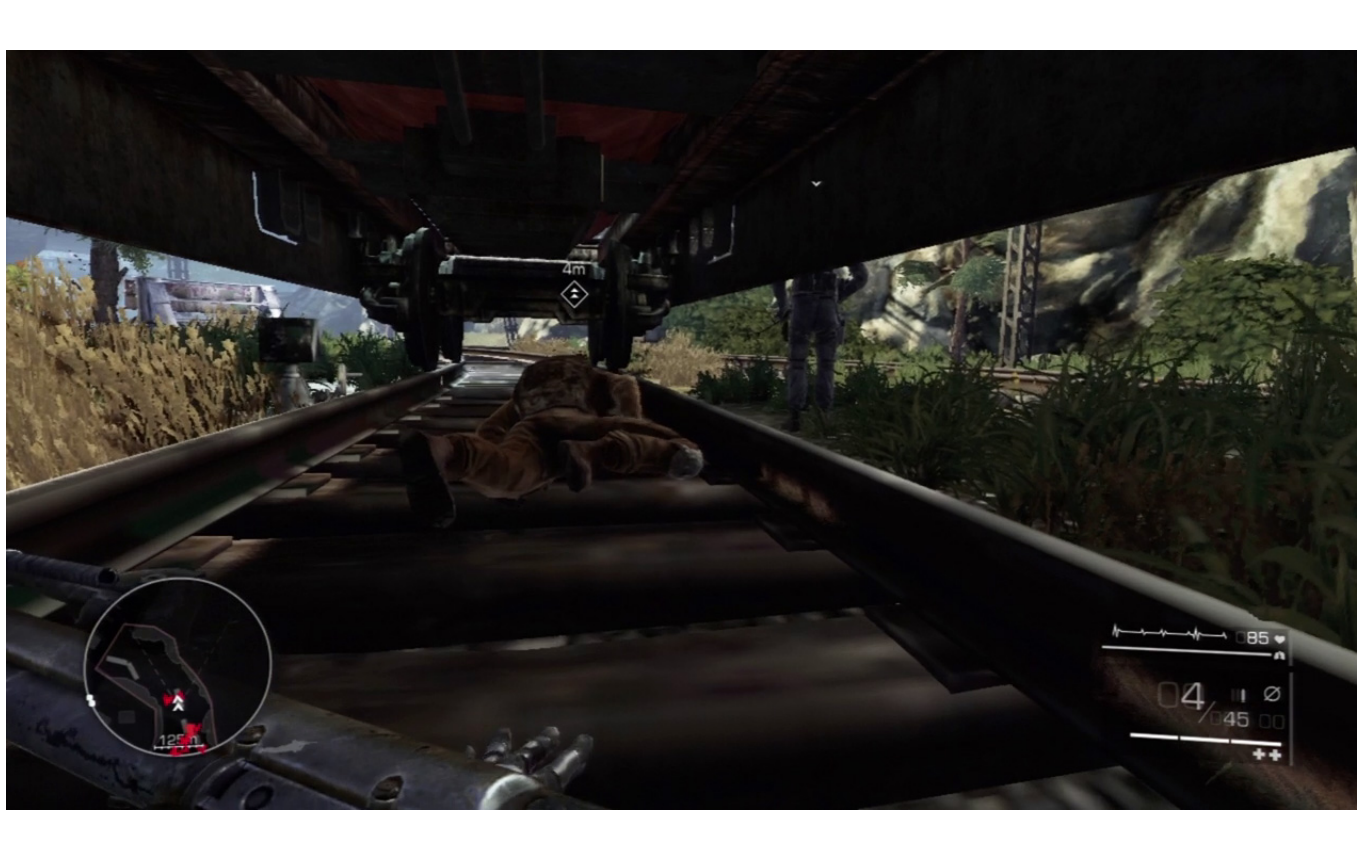


Turn right and sprint up the railroad tracks. When you reach the railroad car, drop prone and crawl under the car after Maddox. A huge enemy patrol flanks either side of the railroad car; you must wait them out as they pass by slowly.

Caution

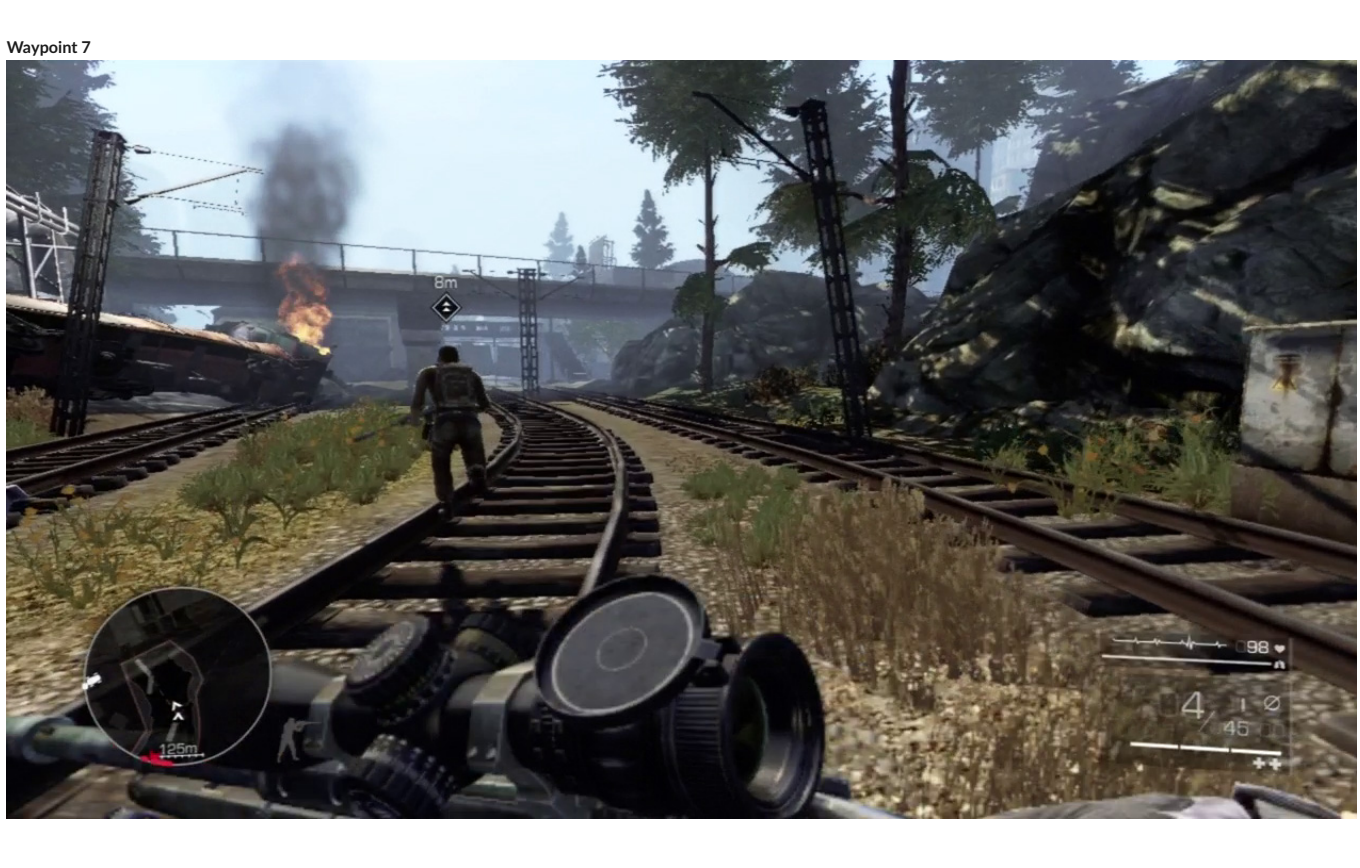
Don't try to fight the enemy patrol at the first railroad car. There are too many to fight and you'll easily be flanked and outgunned.

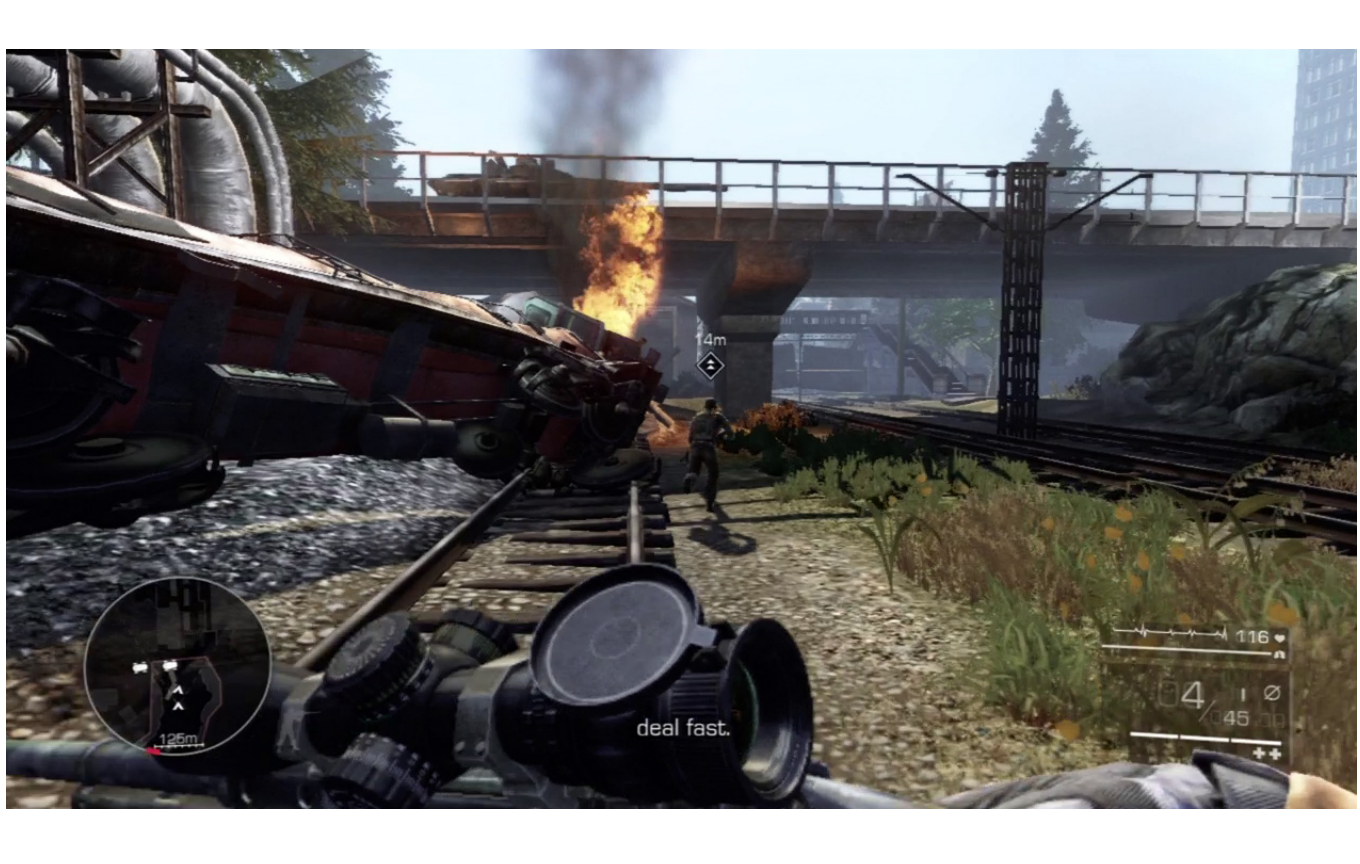




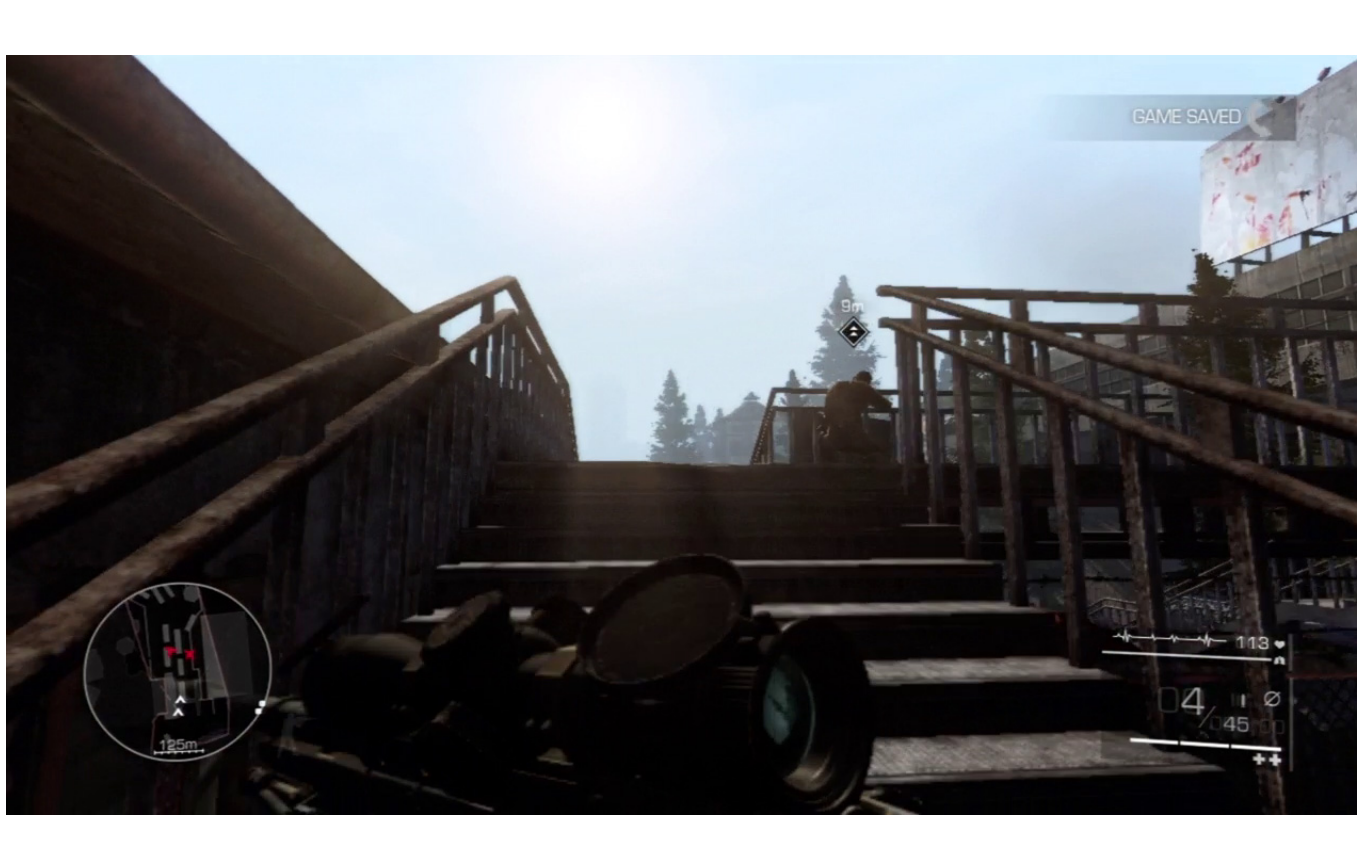
After the first enemy patrol passes, continue to crawl behind Maddox to the second set of railroad cars. A smaller patrol passes by you here. Once they're clear of the area, Maddox will sneak out and dispatch the enemy to the right with his back turned to you.

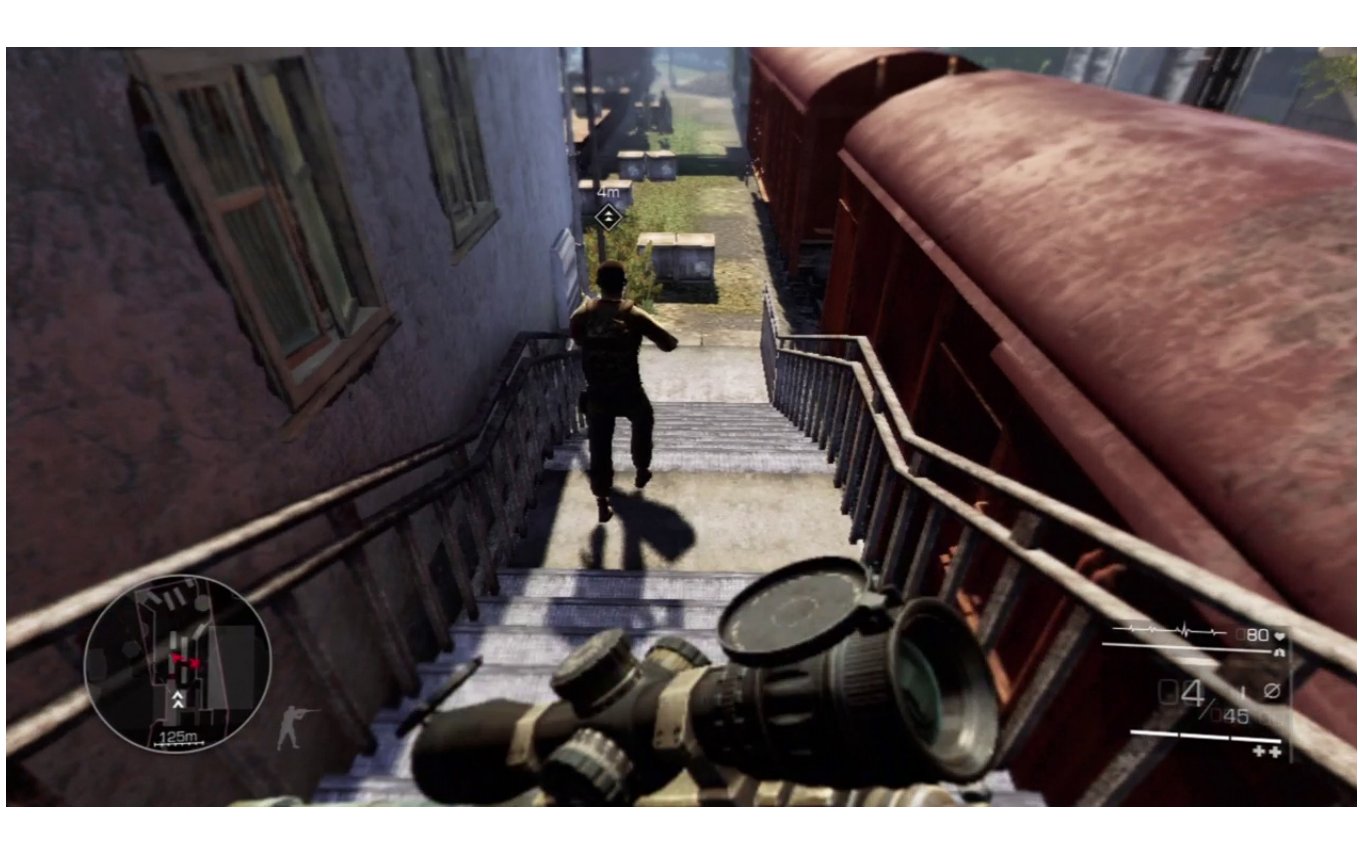
Waypoint 7



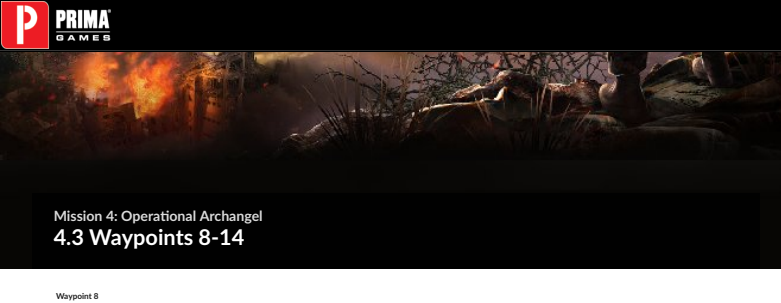


Race down the tracks after Maddox. He leads you by a fiery, overturned railroad car and under a bridge with a tank rolling over it just as you arrive.





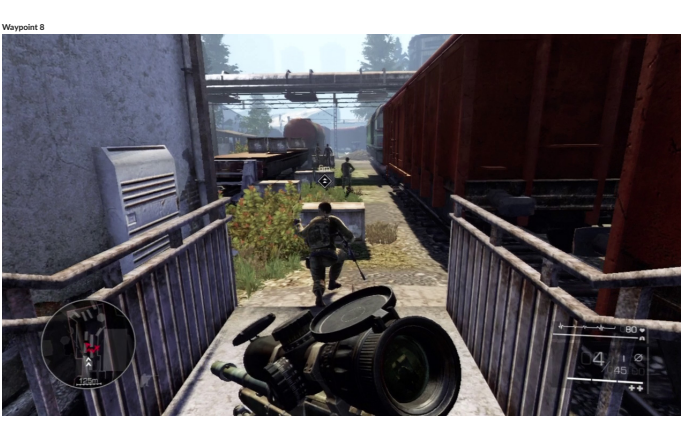
Take the steps past the bridge and survey the terrain ahead with Maddox atop the small overlook point. He advises caution, which means put your gun away for the next set of maneuvers when you descend the second staircase.

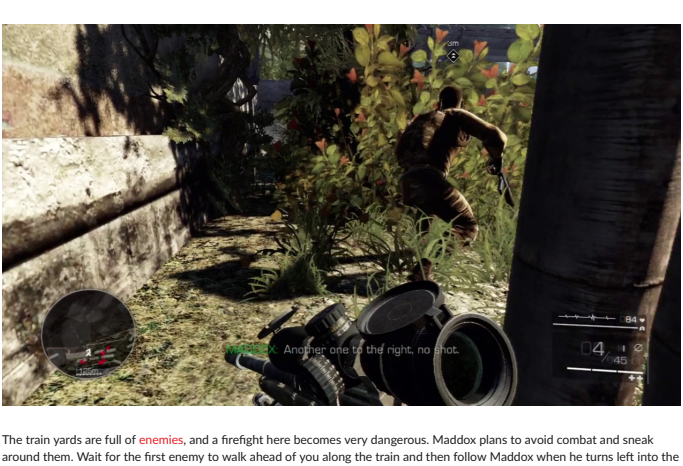


Mission 4: Operational Archangel

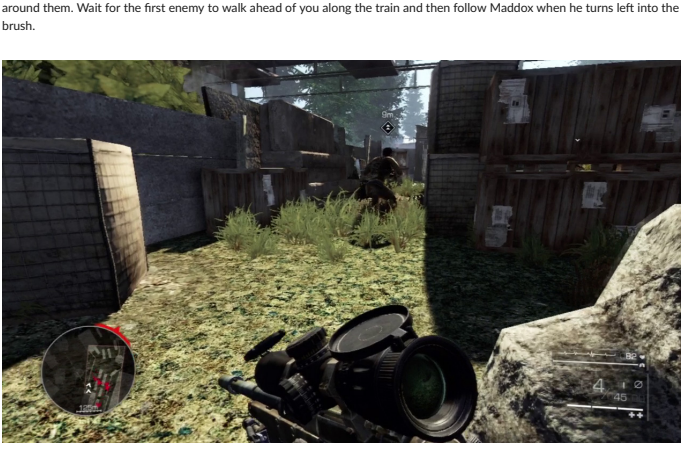
4.3 Waypoints 8-14

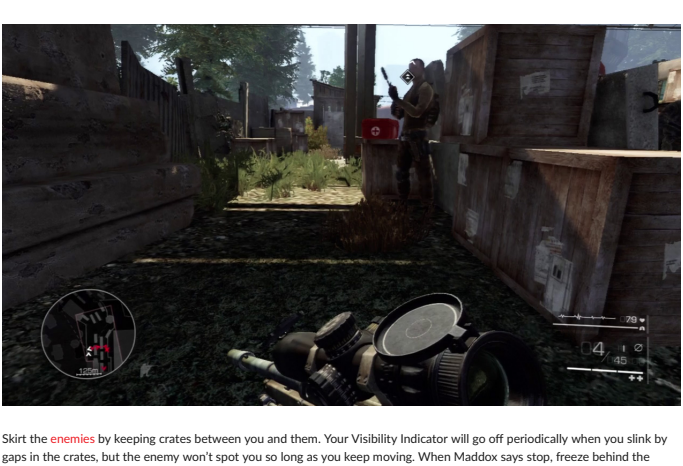
Waypoint 8



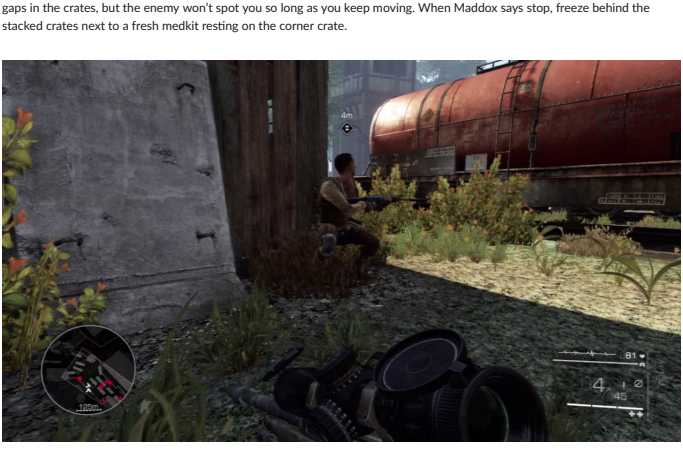


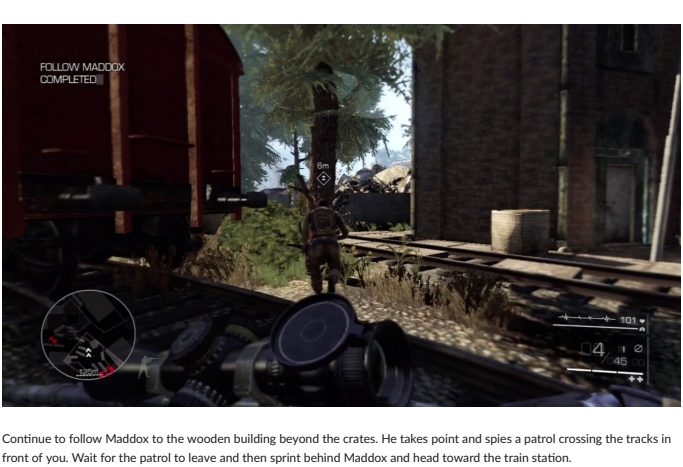
The train yards are full of enemies, and a firefight here becomes very dangerous. Maddox plans to avoid combat and sneak around them. Wait for the first enemy to walk ahead of you along the train and then follow Maddox when he turns left into the brush.





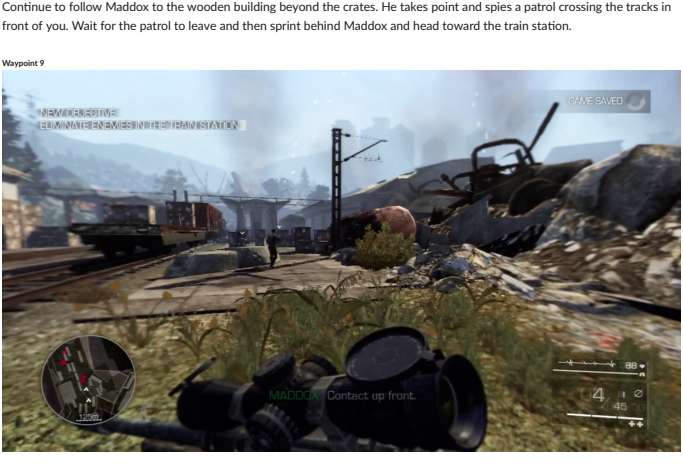
Skirt the enemies by keeping crates between you and them. Your Visibility Indicator will go off periodically when you slink by gaps in the crates, but the enemy won't spot you so long as you keep moving. When Maddox says stop, freeze behind the stacked crates next to a fresh medkit resting on the corner crate.

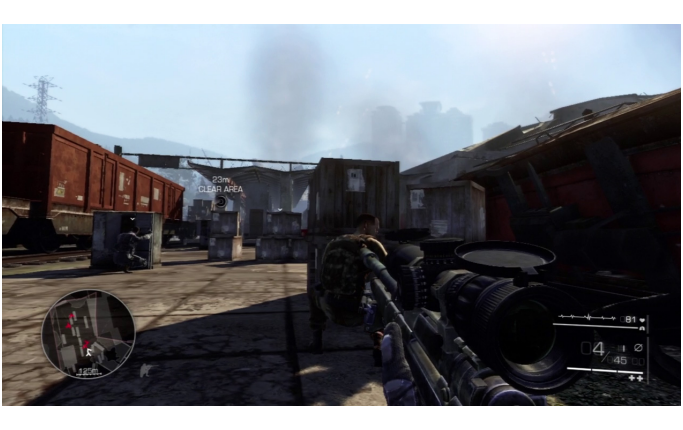


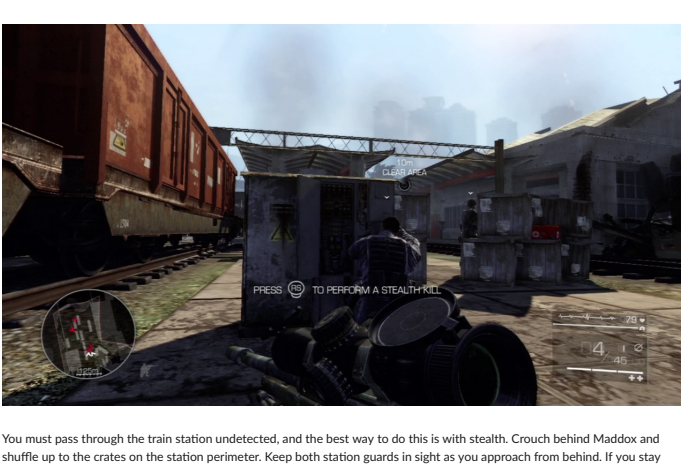


Continue to follow Maddox to the wooden building beyond the crates. He takes point and spies a patrol crossing the tracks in front of you. Wait for the patrol to leave and then sprint behind Maddox and head toward the train station.

Waypoint 9





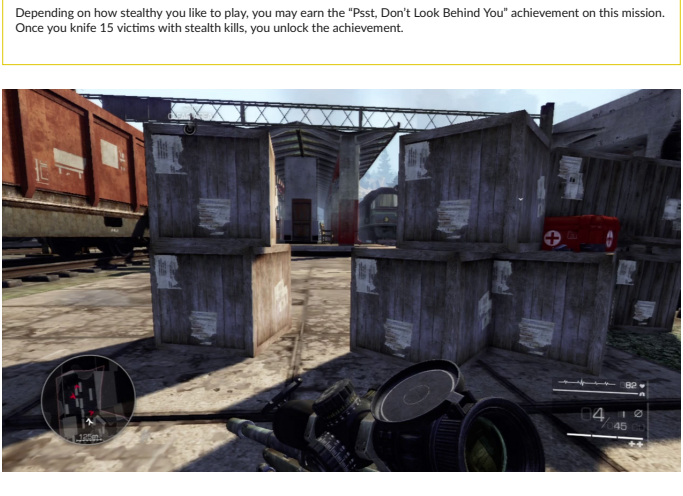


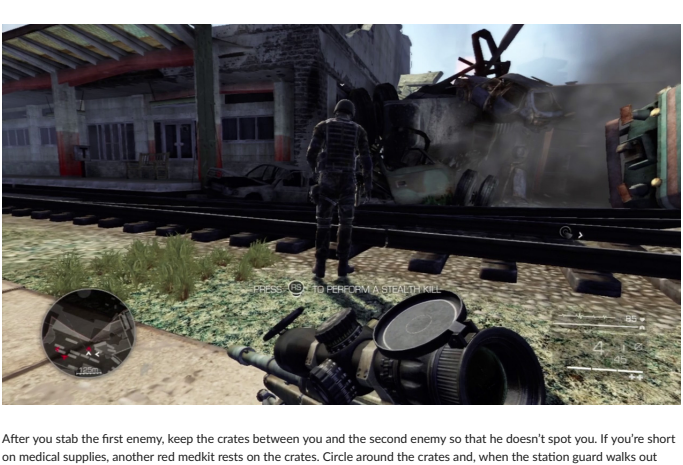
You must pass through the train station undetected, and the best way to do this is with stealth. Crouch behind Maddox and shuffle up to the crates on the station perimeter. Keep both station guards in sight as you approach from behind. If you stay behind the closest guard, you should be able to perform a stealth kill while he repairs a station panel.

Achievement Unlock: Psst, Don't Look Behind You

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

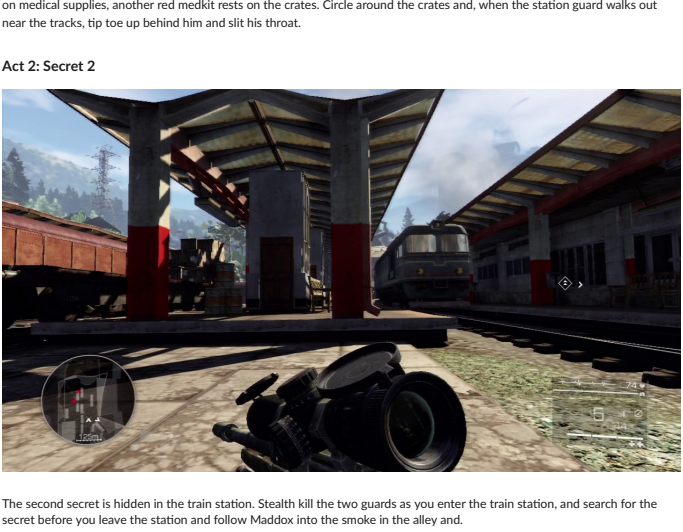
Depending on how stealthy you like to play, you may earn the "Psst, Don't Look Behind You" achievement on this mission. Once you knife 15 victims with stealth kills, you unlock the achievement.





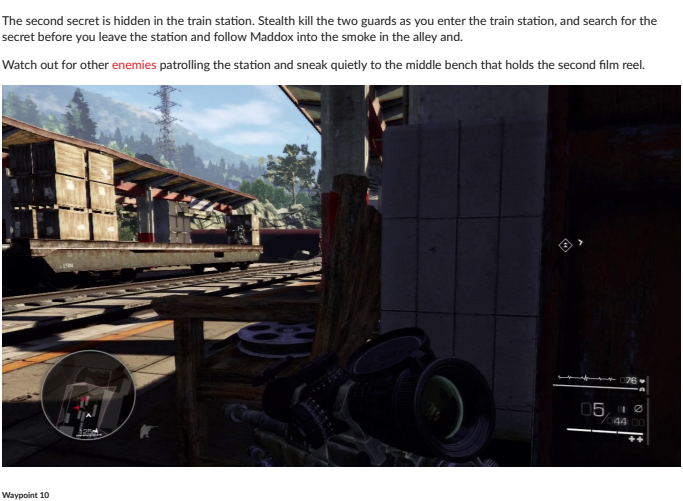
After you stab the first enemy, keep the crates between you and the second enemy so that he doesn't spot you. If you're short on medical supplies, another red medkit rests on the crates. Circle around the crates and, when the station guard walks out near the tracks, tip toe up behind him and slit his throat.

Act 2: Secret 2

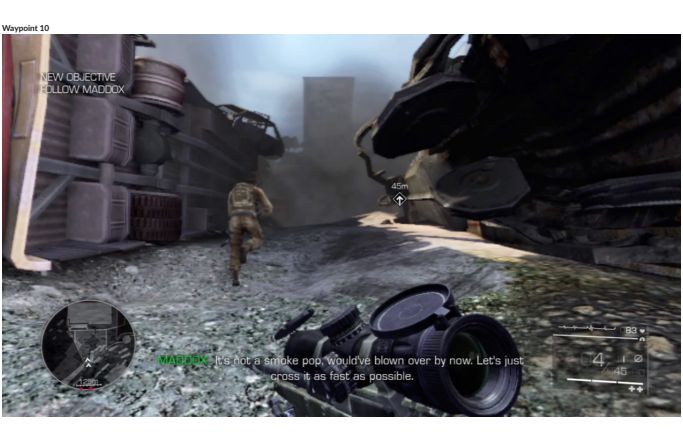


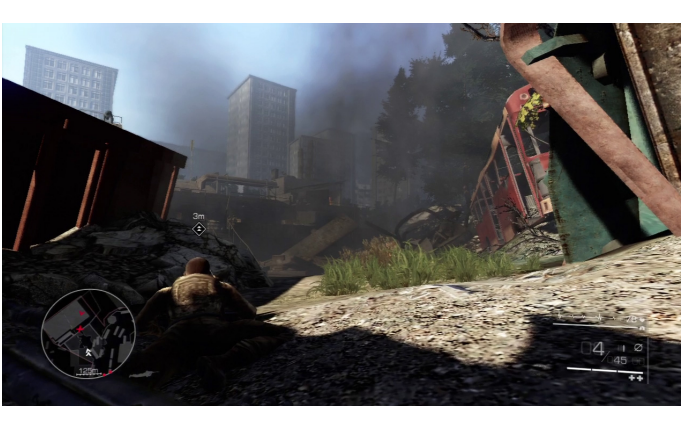
The second secret is hidden in the train station. Stealth kill the two guards as you enter the train station, and search for the secret before you leave the station and follow Maddox into the smoke in the alley and.

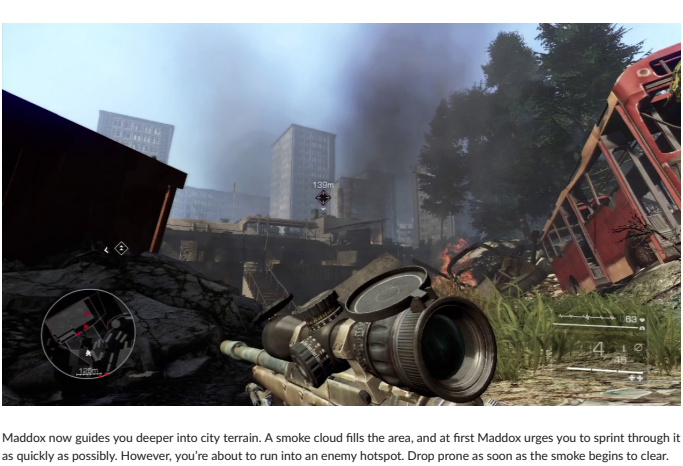
Watch out for other enemies patrolling the station and sneak quietly to the middle bench that holds the second film reel.



Waypoint 10

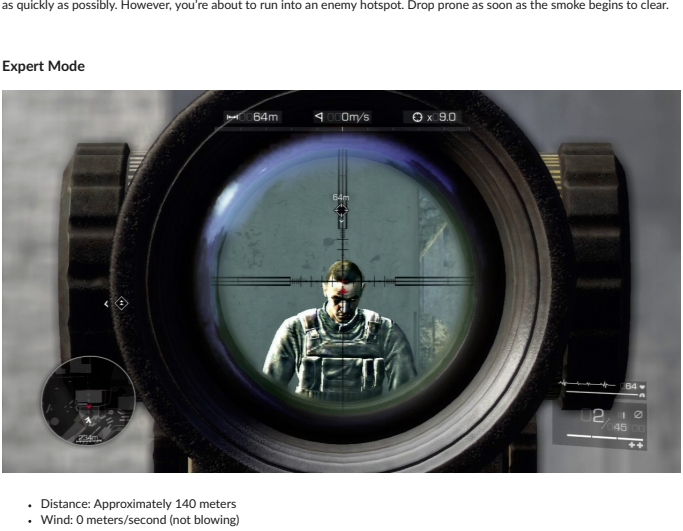






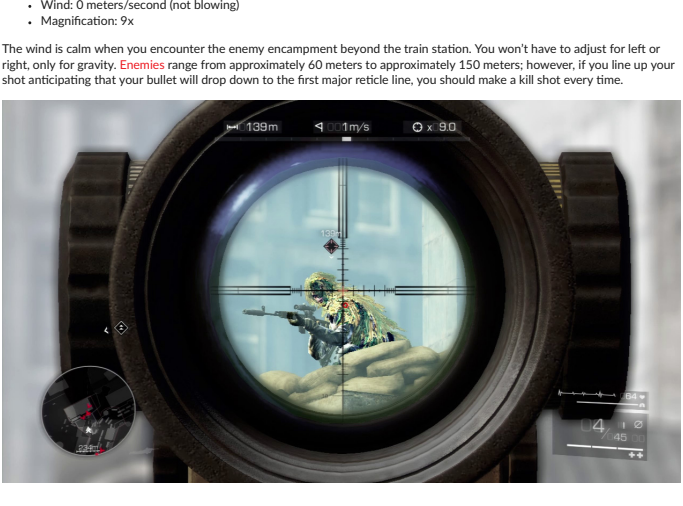
Maddox now guides you deeper into city terrain. A smoke cloud fills the area, and at first Maddox urges you to sprint through it as quickly as possible. However, you're about to run into an enemy hotspot. Drop prone as soon as the smoke begins to clear.

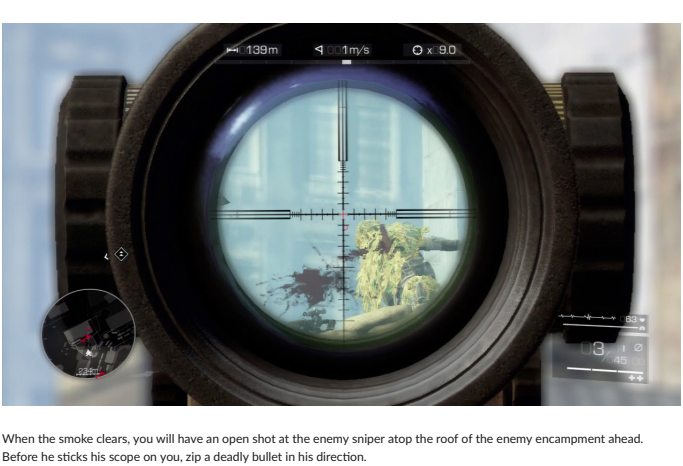
Expert Mode



- Distance: Approximately 140 meters
- Wind: 0 meters/second (not blowing)
- Magnification: 9x

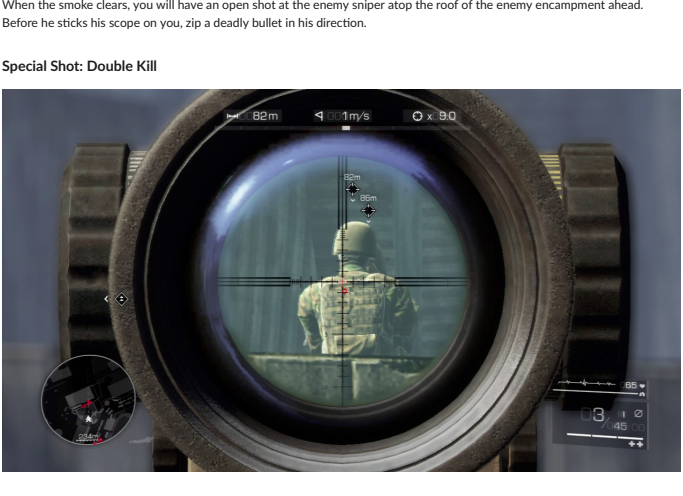
The wind is calm when you encounter the enemy encampment beyond the train station. You won't have to adjust for left or right, only for gravity. Enemies range from approximately 60 meters to approximately 150 meters; however, if you line up your shot anticipating that your bullet will drop down to the first major reticle line, you should make a kill shot every time.

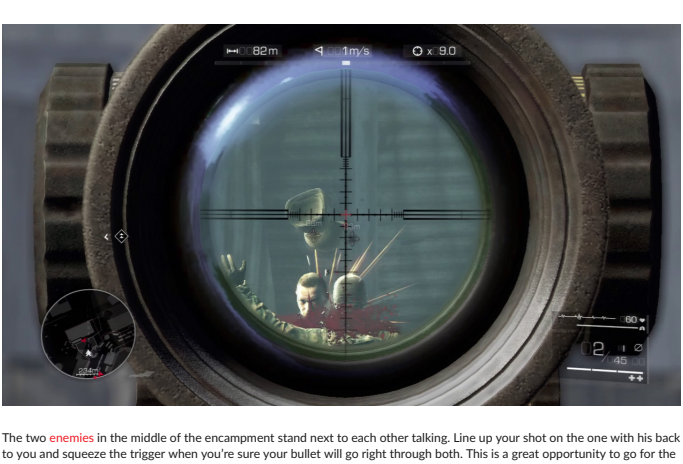




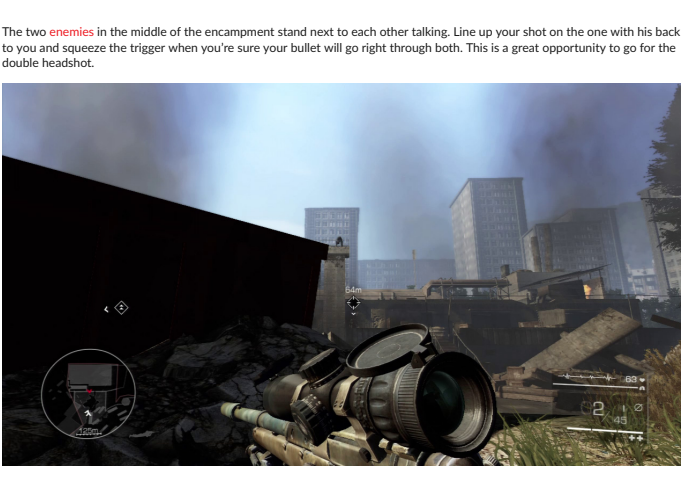
When the smoke clears, you will have an open shot at the enemy sniper atop the roof of the enemy encampment ahead. Before he sticks his scope on you, zip a deadly bullet in his direction.

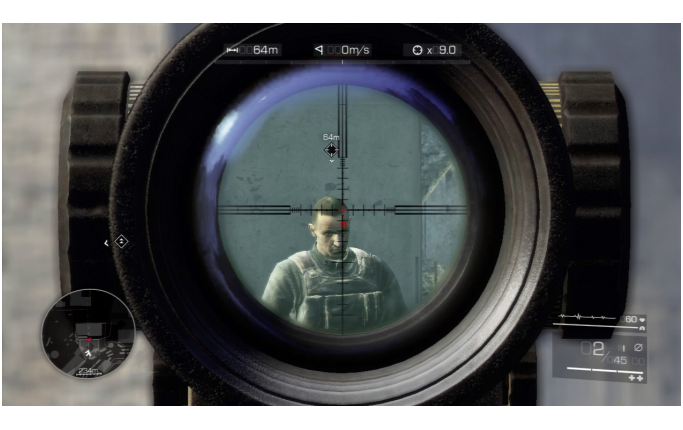
Special Shot: Double Kill

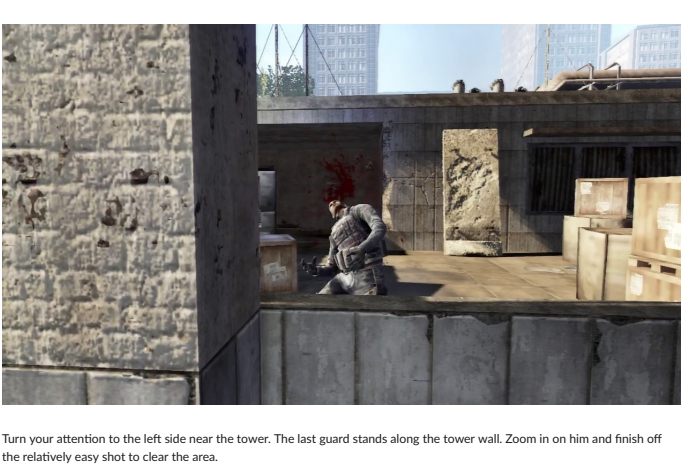




The two enemies in the middle of the encampment stand next to each other talking. Line up your shot on the one with his back to you and squeeze the trigger when you're sure your bullet will go right through both. This is a great opportunity to go for the double headshot.

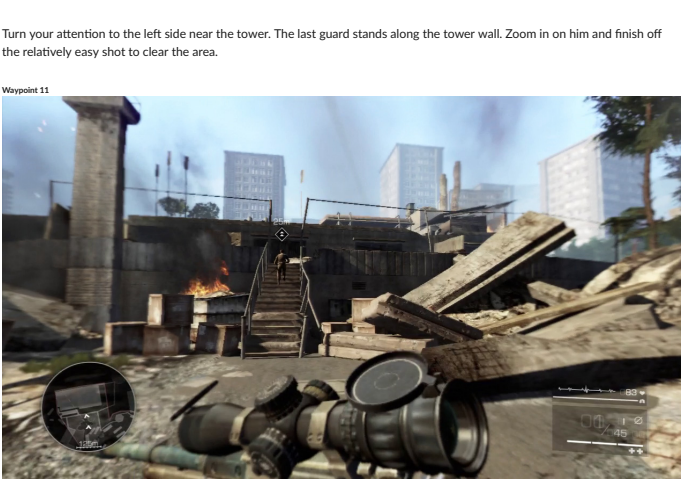


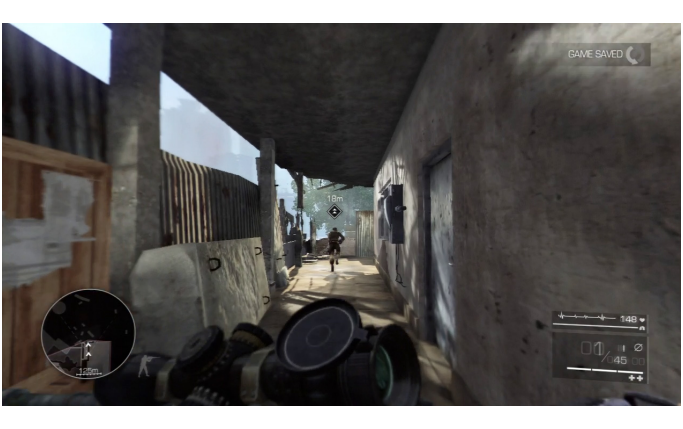


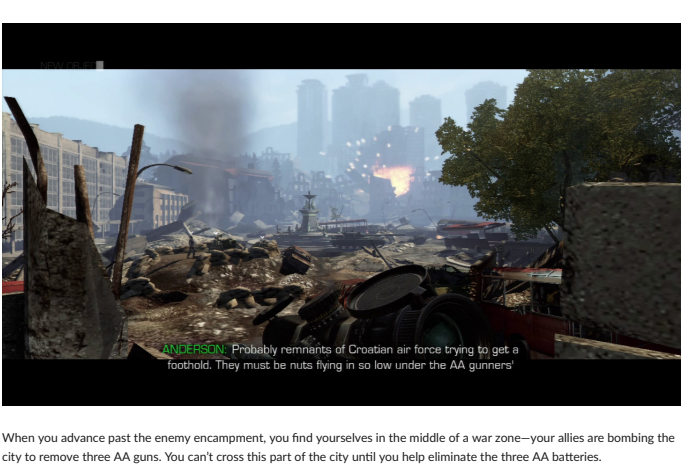


Turn your attention to the left side near the tower. The last guard stands along the tower wall. Zoom in on him and finish off the relatively easy shot to clear the area.

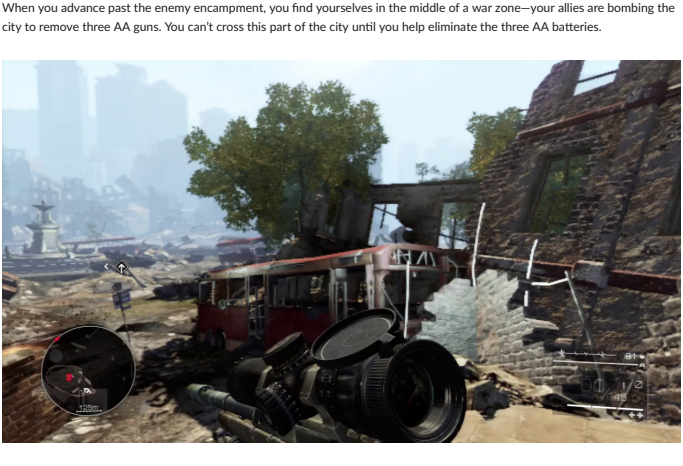
Waypoint 11

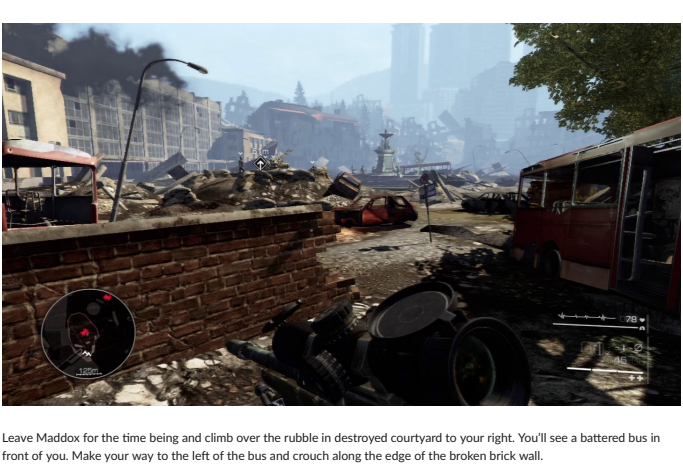




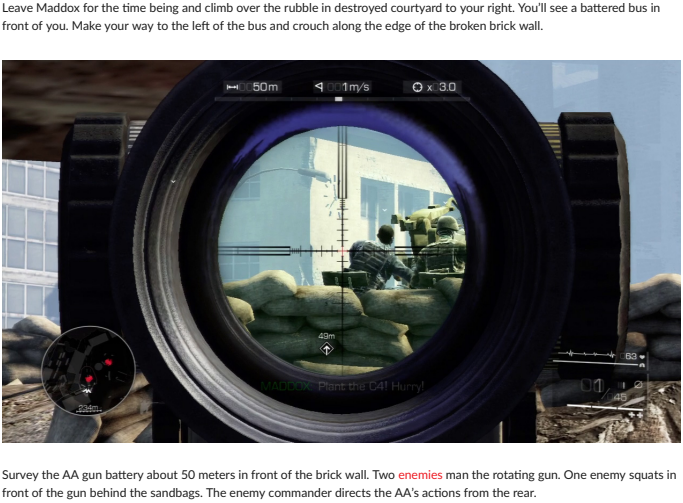

ANDERSON: Probably remnants of Croatian air force trying to get a foothold. They must be nuts flying in so low under the AA gunners'

When you advance past the enemy encampment, you find yourselves in the middle of a war zone—your allies are bombing the city to remove three AA guns. You can't cross this part of the city until you help eliminate the three AA batteries.





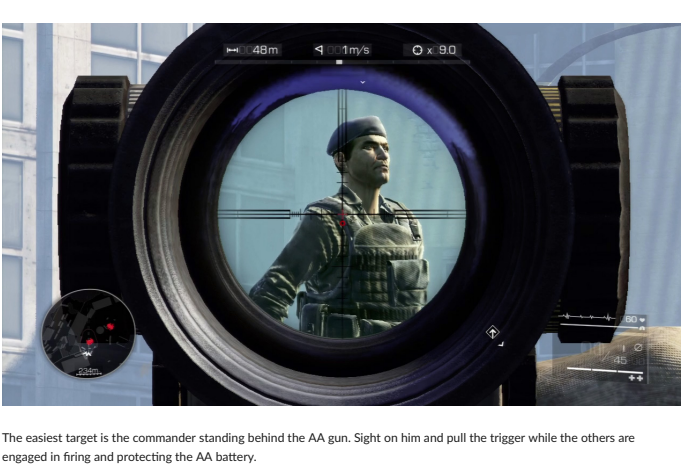
Leave Maddox for the time being and climb over the rubble in destroyed courtyard to your right. You'll see a battered bus in front of you. Make your way to the left of the bus and crouch along the edge of the broken brick wall.



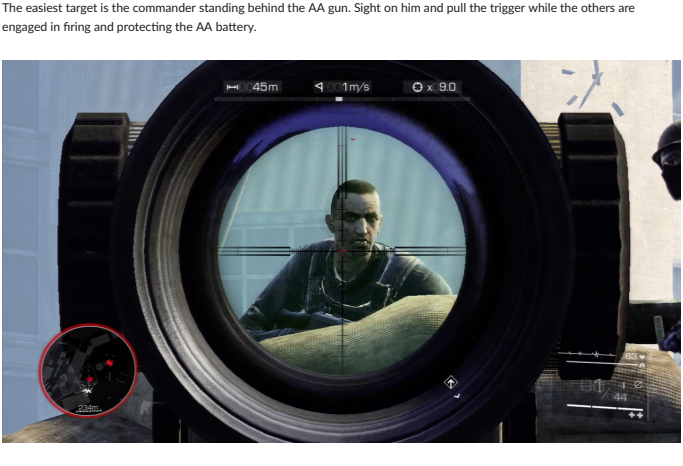
Survey the AA gun battery about 50 meters in front of the brick wall. Two enemies man the rotating gun. One enemy squats in front of the gun behind the sandbags. The enemy commander directs the AA's actions from the rear.

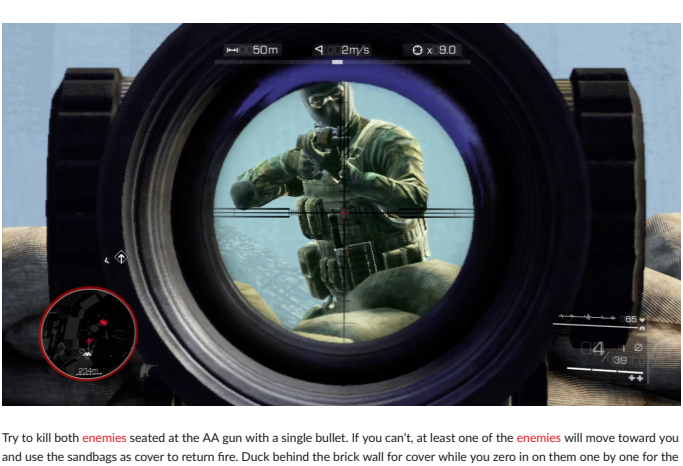
Tip

While the AA gun swings around it's possible to hit both seated enemies with a double kill shot if you're quick on the trigger.

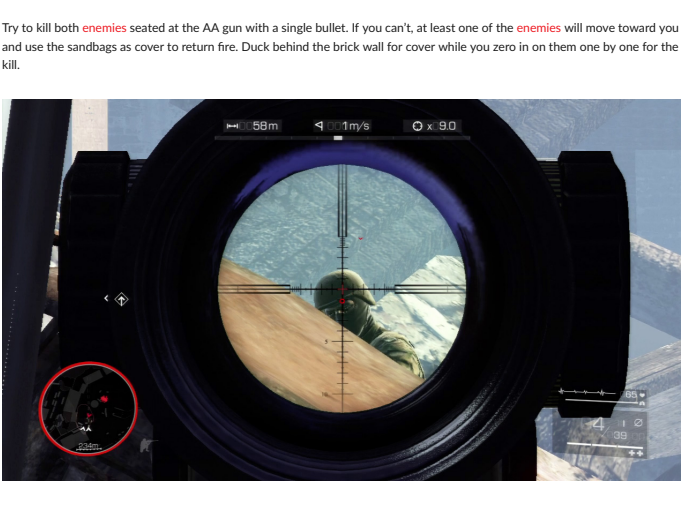


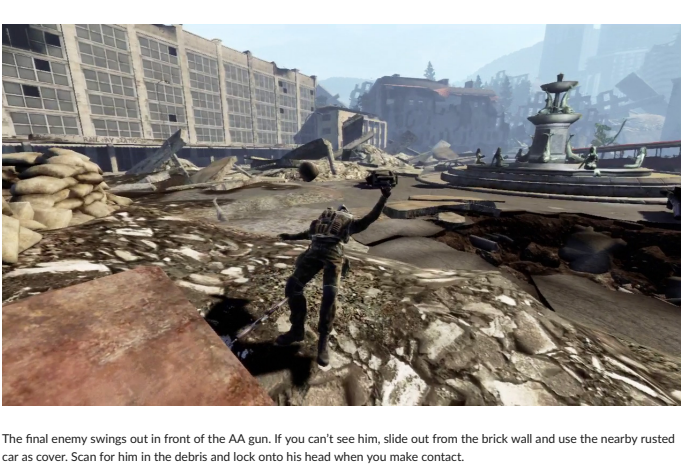
The easiest target is the commander standing behind the AA gun. Sight on him and pull the trigger while the others are engaged in firing and protecting the AA battery.



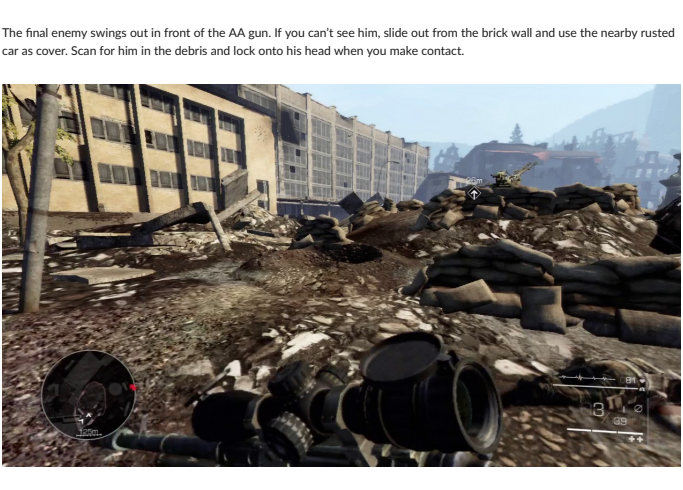


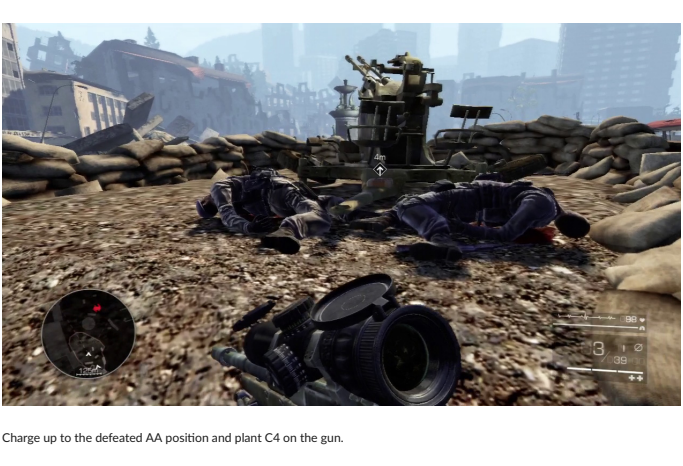
Try to kill both enemies seated at the AA gun with a single bullet. If you can't, at least one of the enemies will move toward you and use the sandbags as cover to return fire. Duck behind the brick wall for cover while you zero in on them one by one for the kill.



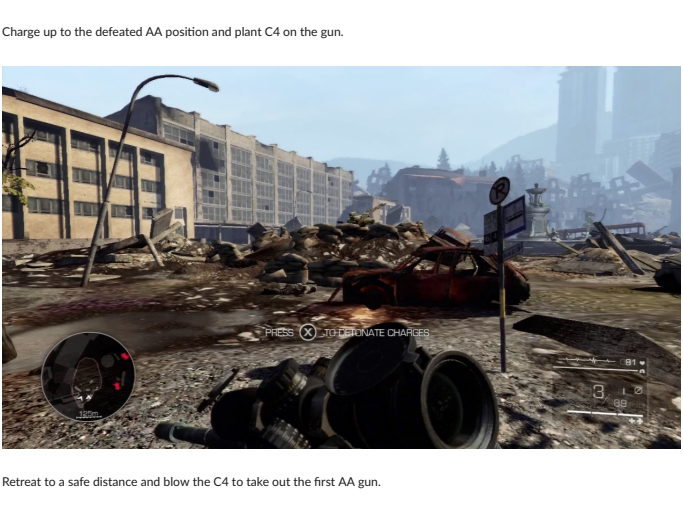


The final enemy swings out in front of the AA gun. If you can't see him, slide out from the brick wall and use the nearby rusted car as cover. Scan for him in the debris and lock onto his head when you make contact.



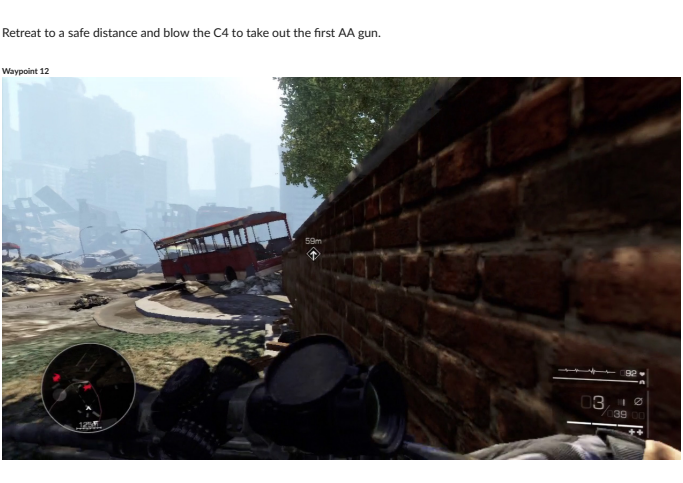


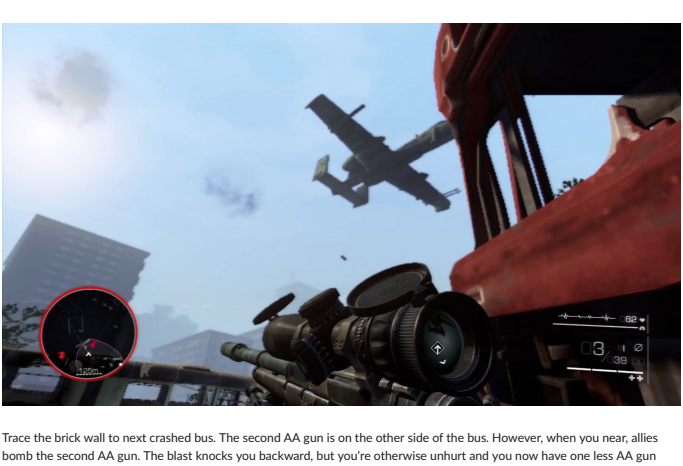
Charge up to the defeated AA position and plant C4 on the gun.



Retreat to a safe distance and blow the C4 to take out the first AA gun.

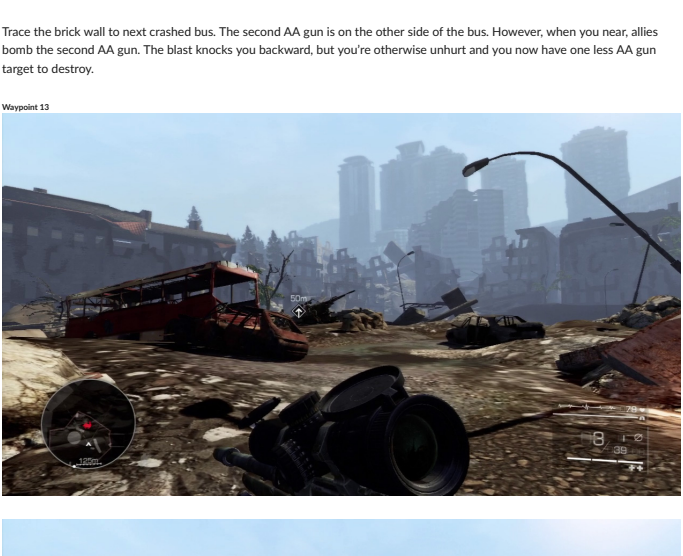
Waypoint 12

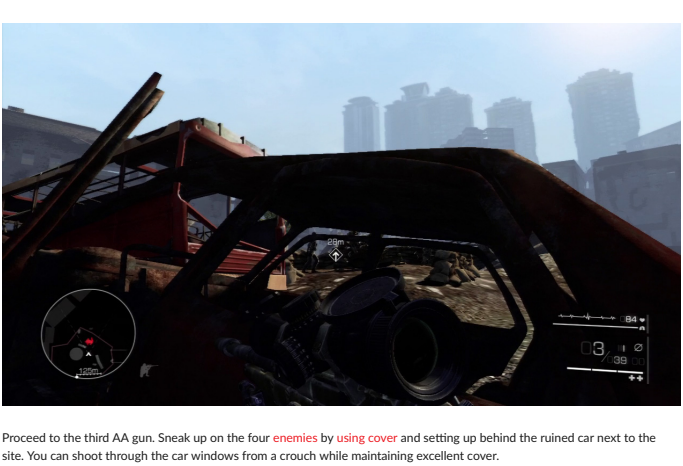




Trace the brick wall to next crashed bus. The second AA gun is on the other side of the bus. However, when you near, allies bomb the second AA gun. The blast knocks you backward, but you're otherwise unhurt and you now have one less AA gun target to destroy.

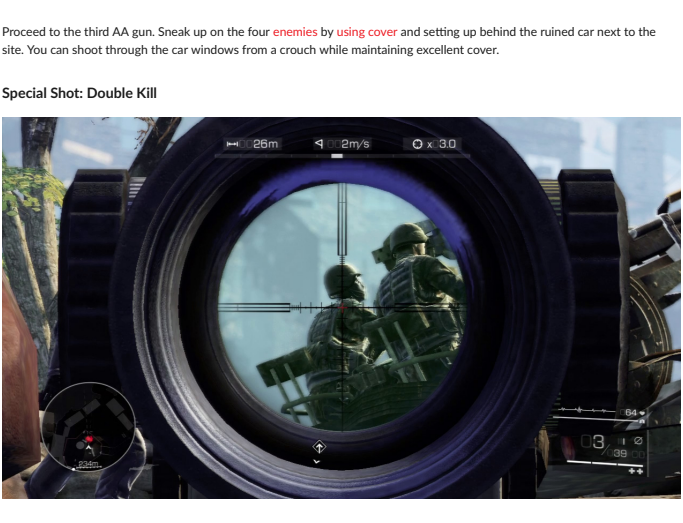
Waypoint 13

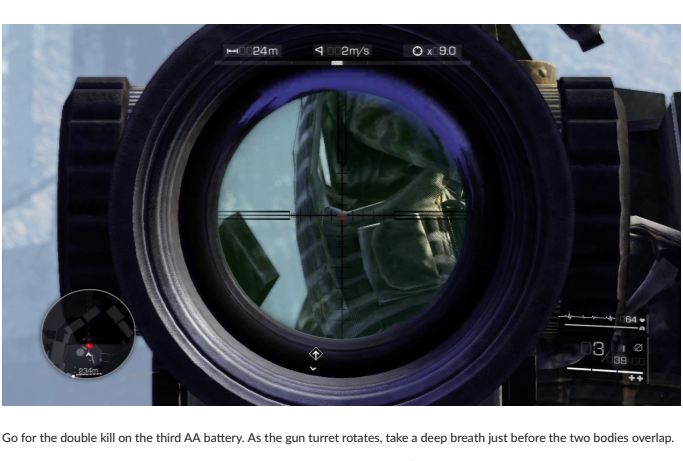




Proceed to the third AA gun. Sneak up on the four enemies by using cover and setting up behind the ruined car next to the site. You can shoot through the car windows from a crouch while maintaining excellent cover.

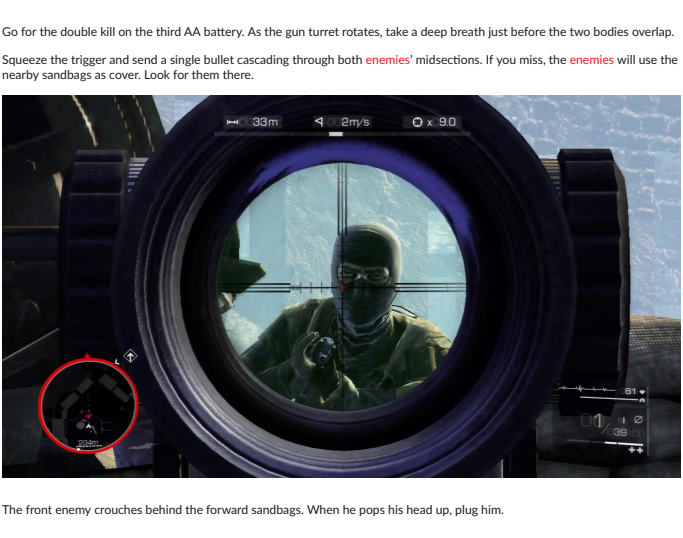
Special Shot: Double Kill



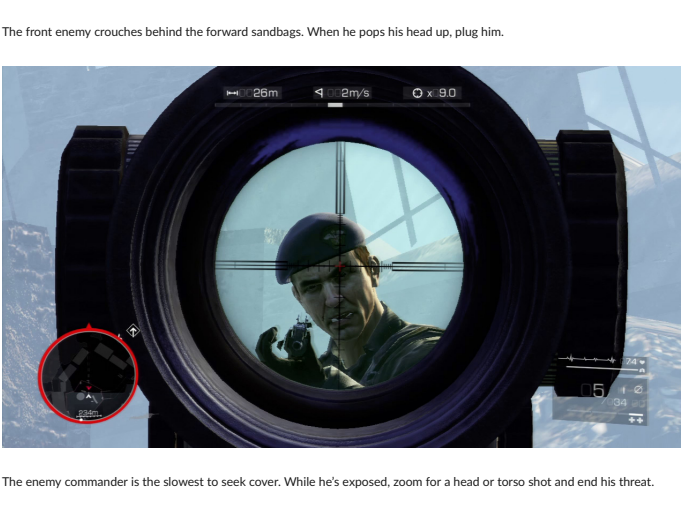


Go for the double kill on the third AA battery. As the gun turret rotates, take a deep breath just before the two bodies overlap.

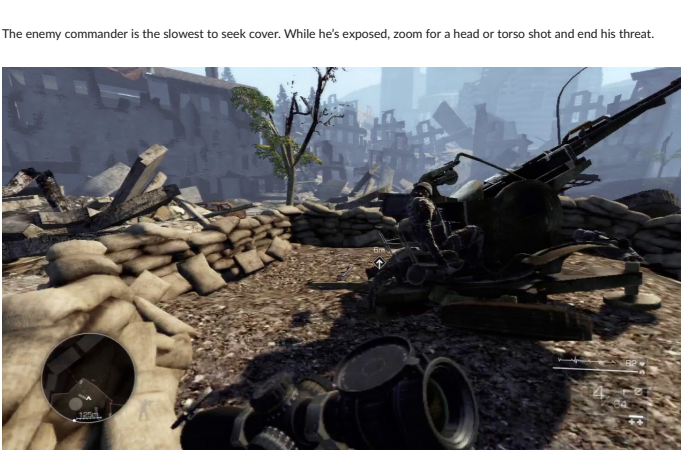
Squeeze the trigger and send a single bullet cascading through both enemies' midsections. If you miss, the enemies will use the nearby sandbags as cover. Look for them there.

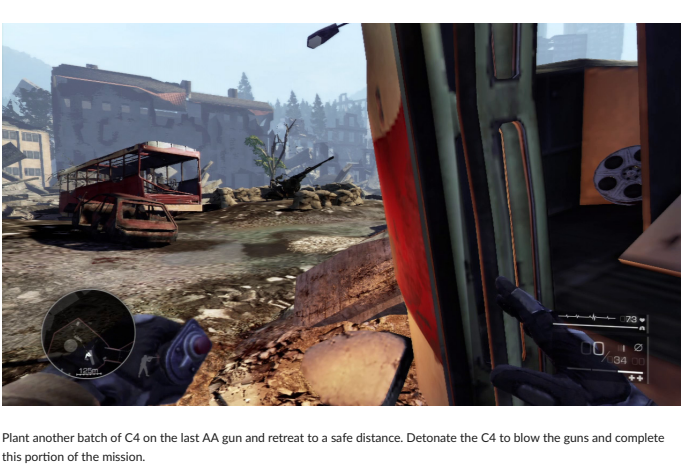


The front enemy crouches behind the forward sandbags. When he pops his head up, plug him.



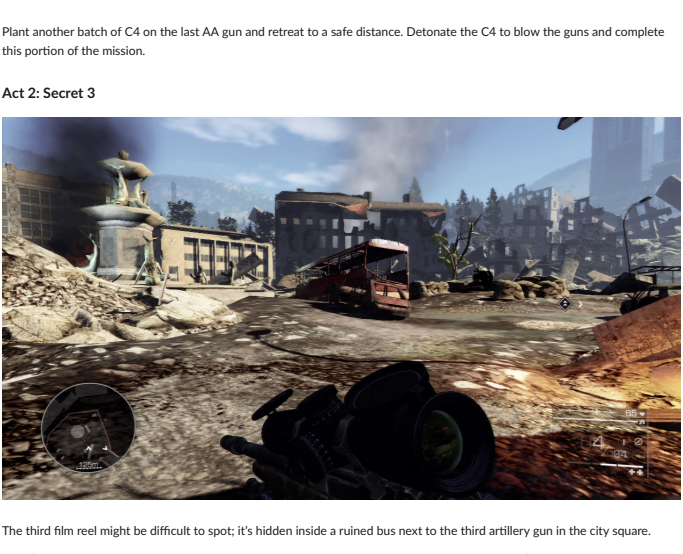
The enemy commander is the slowest to seek cover. While he's exposed, zoom for a head or torso shot and end his threat.





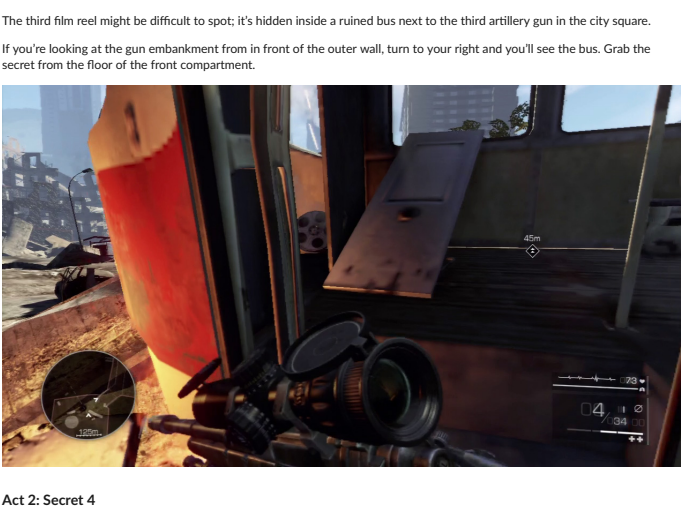
Plant another batch of C4 on the last AA gun and retreat to a safe distance. Detonate the C4 to blow the guns and complete this portion of the mission.

Act 2: Secret 3

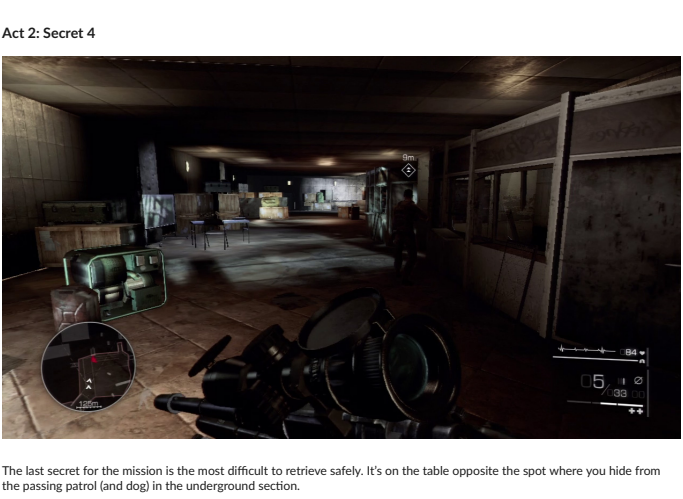


The third film reel might be difficult to spot; it's hidden inside a ruined bus next to the third artillery gun in the city square.

If you're looking at the gun embankment from in front of the outer wall, turn to your right and you'll see the bus. Grab the secret from the floor of the front compartment.

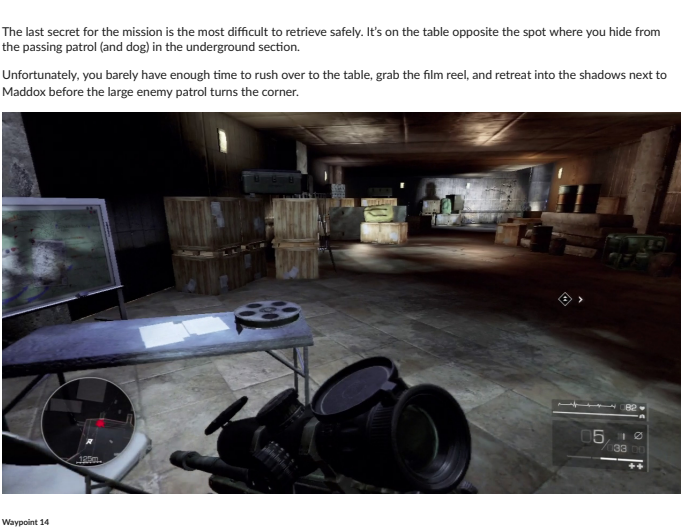


Act 2: Secret 4

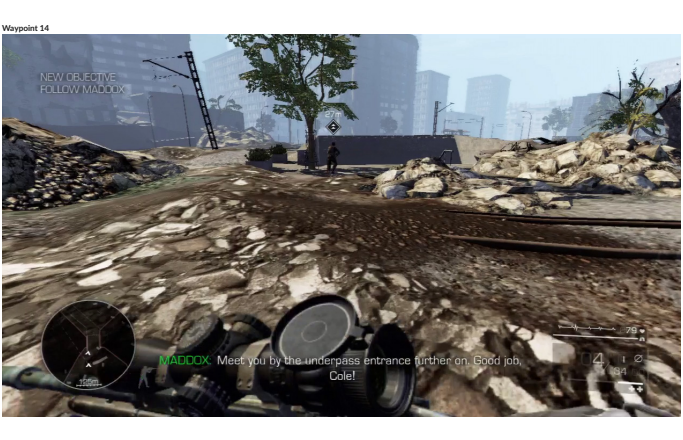


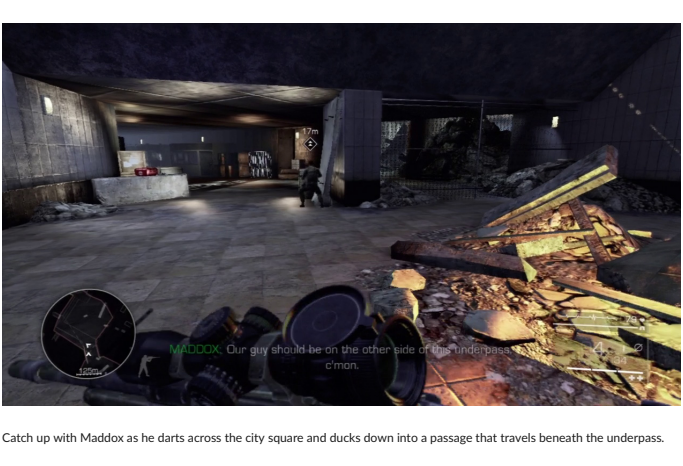
The last secret for the mission is the most difficult to retrieve safely. It's on the table opposite the spot where you hide from the passing patrol (and dog) in the underground section.

Unfortunately, you barely have enough time to rush over to the table, grab the film reel, and retreat into the shadows next to Maddox before the large enemy patrol turns the corner.

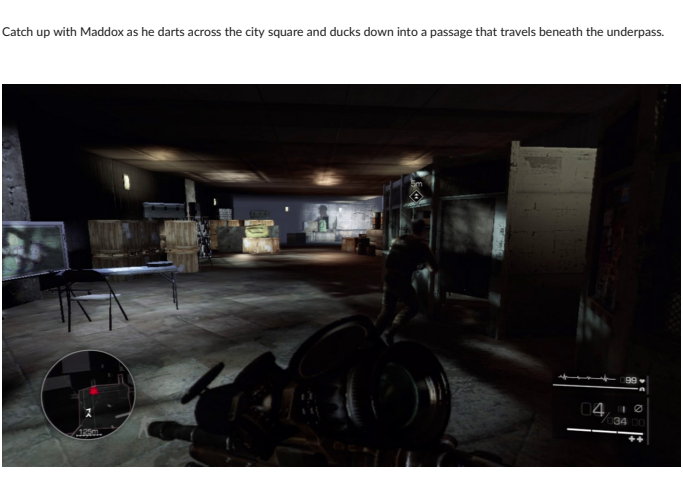


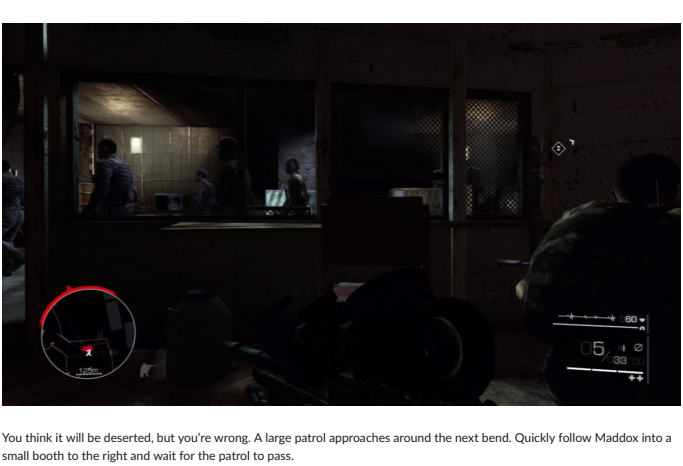
Waypoint 14


MADDOX: Meet you by the underpass entrance on the other side. Cole?

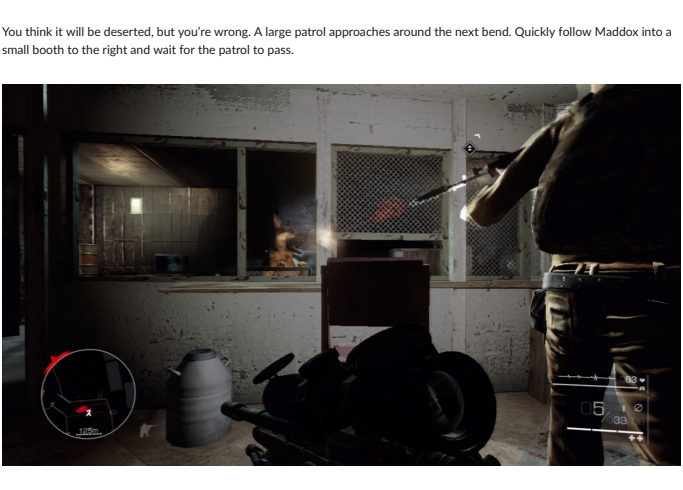


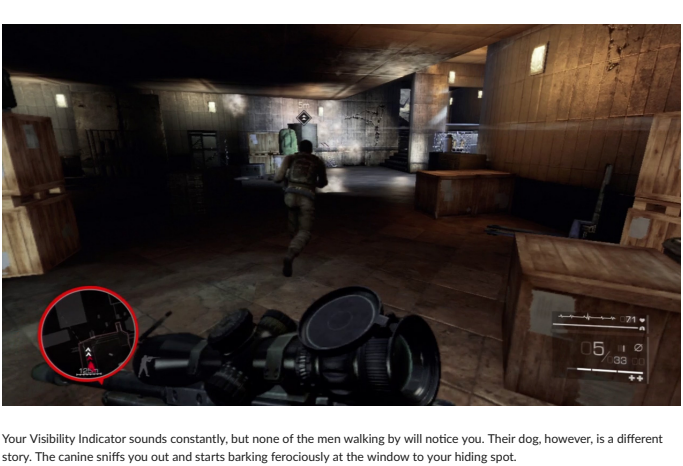
Catch up with Maddox as he darts across the city square and ducks down into a passage that travels beneath the underpass.





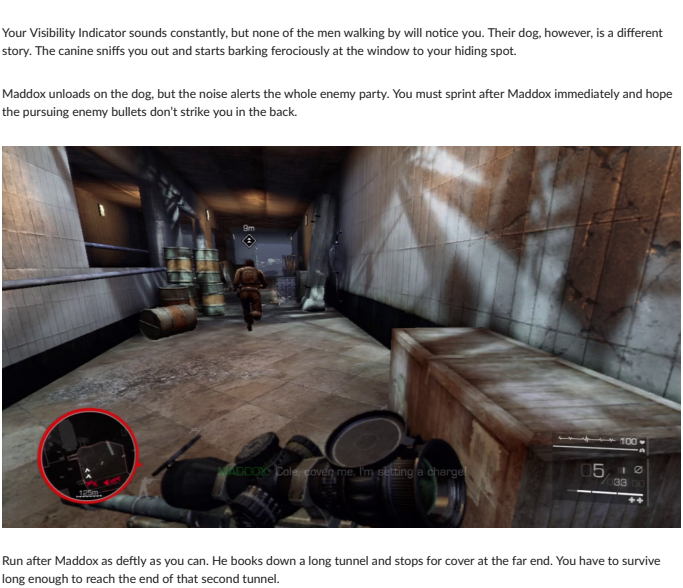
You think it will be deserted, but you're wrong. A large patrol approaches around the next bend. Quickly follow Maddox into a small booth to the right and wait for the patrol to pass.





Your Visibility Indicator sounds constantly, but none of the men walking by will notice you. Their dog, however, is a different story. The canine sniffs you out and starts barking ferociously at the window to your hiding spot.

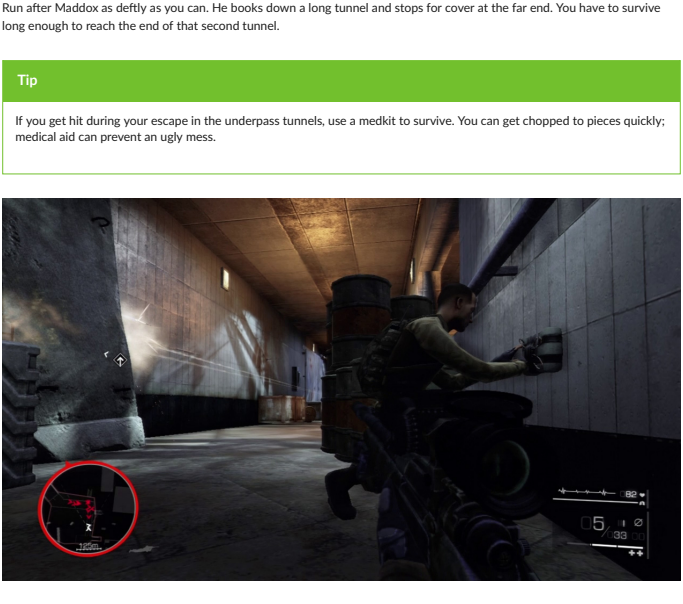
Maddox unloads on the dog, but the noise alerts the whole enemy party. You must sprint after Maddox immediately and hope the pursuing enemy bullets don't strike you in the back.

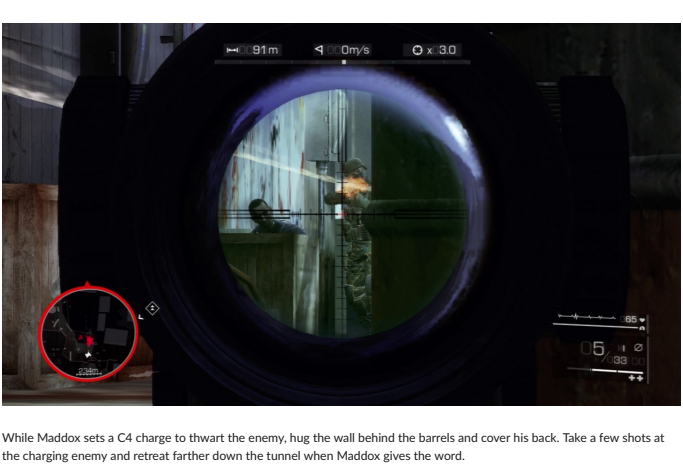


Run after Maddox as deftly as you can. He books down a long tunnel and stops for cover at the far end. You have to survive long enough to reach the end of that second tunnel.

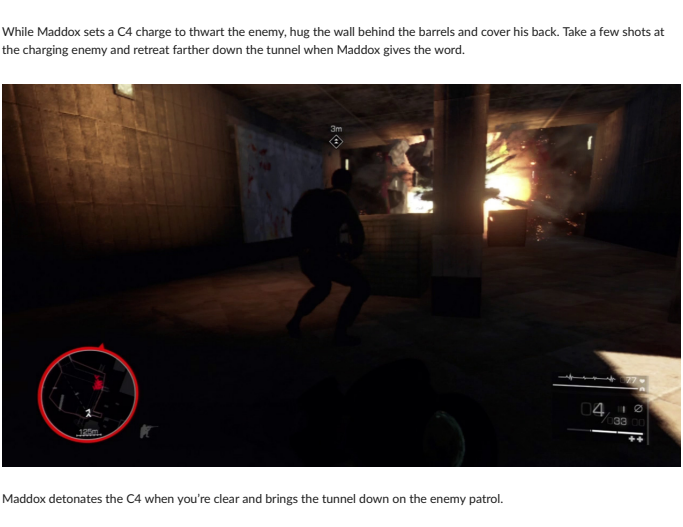
Tip

If you get hit during your escape in the underpass tunnels, use a medkit to survive. You can get chopped to pieces quickly; medical aid can prevent an ugly mess.



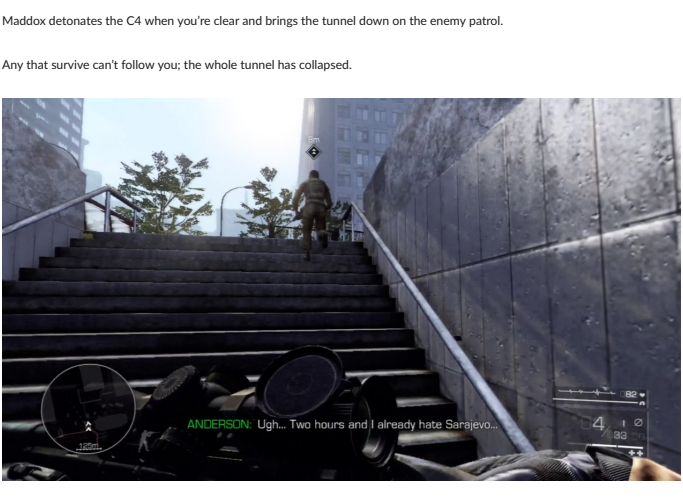


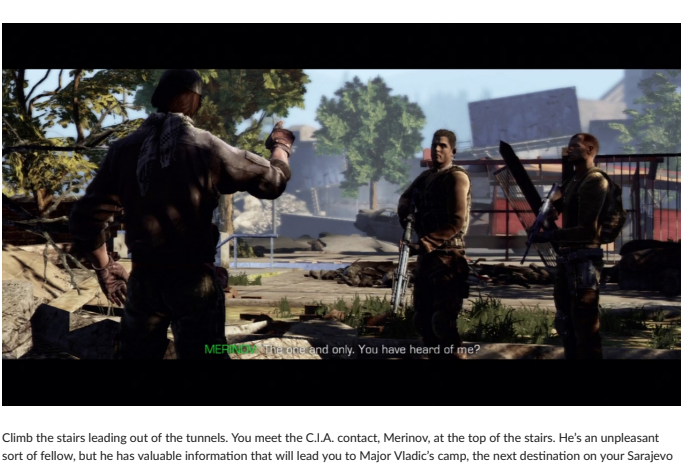
While Maddox sets a C4 charge to thwart the enemy, hug the wall behind the barrels and cover his back. Take a few shots at the charging enemy and retreat farther down the tunnel when Maddox gives the word.



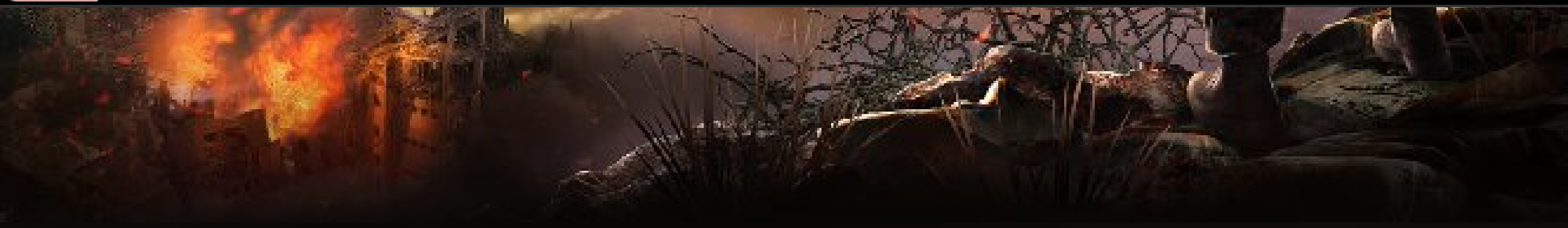
Maddox detonates the C4 when you're clear and brings the tunnel down on the enemy patrol.

Any that survive can't follow you; the whole tunnel has collapsed.





Climb the stairs leading out of the tunnels. You meet the C.I.A. contact, Merinov, at the top of the stairs. He's an unpleasant sort of fellow, but he has valuable information that will lead you to Major Vladic's camp, the next destination on your Sarajevo mission.



Mission 5: And Justice for All

5.1 Overview

Click here for interactive map

Mission Overview

Merinov leads you thrown the blown-out streets of Sarajevo. He takes you to an abandoned apartment building so that you can get photos proving Major Vladic committed atrocities against the locals. Maddox, however, can't sit by with just taking photos of the genocide, and when he decides to go after Vladic, things go from very bad to worse. If you're collecting achievements, succeed with 50 headshots to unlock "Death's Scythe" and kill Marko Vladic to unlock "Hangman's Knot."

Objectives

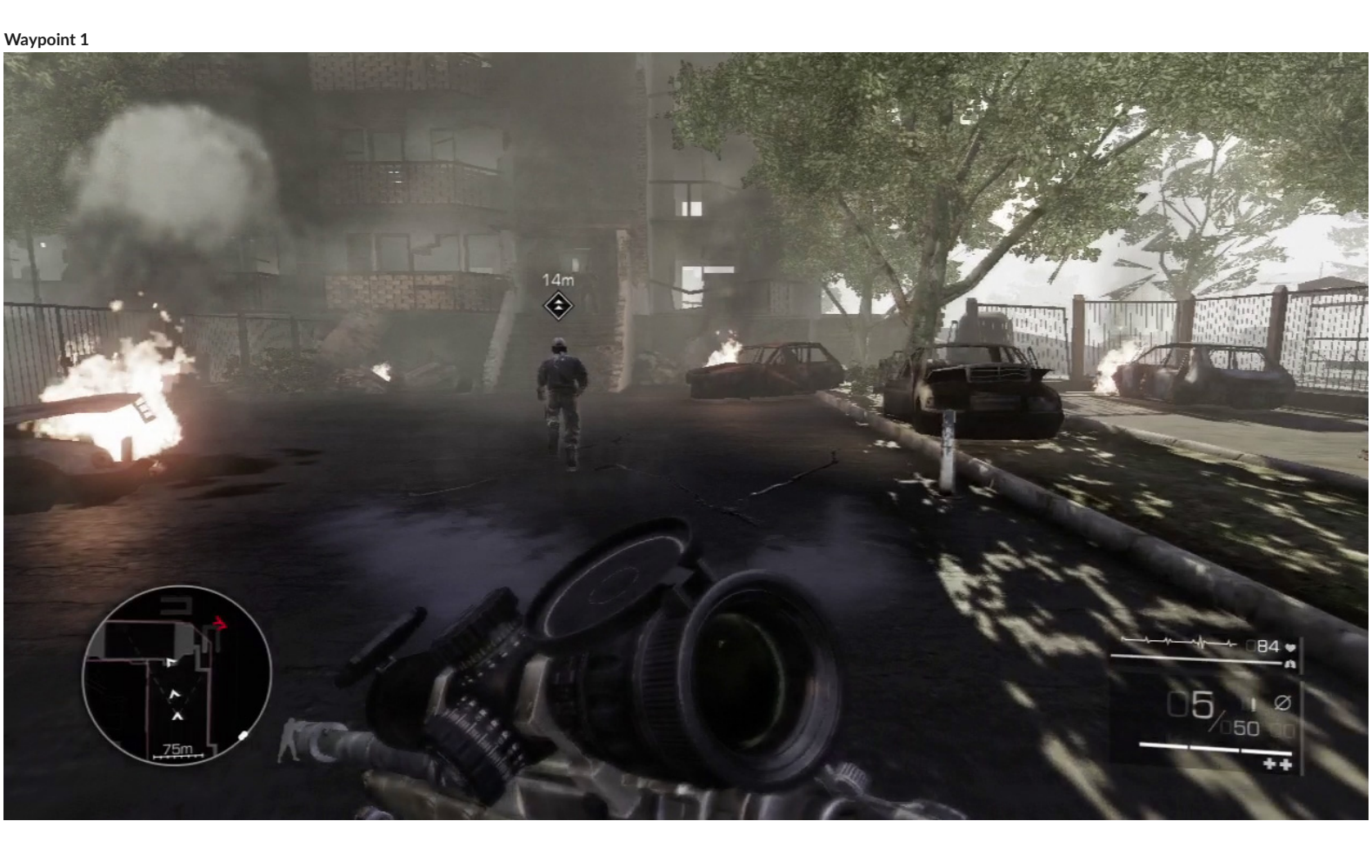
- Reach the third floor to take the pictures.
- Photograph evidence of genocide.
- Follow Merinov.
- Cover Merinov.
- Get through the garage.
- Sabotage the breaker box undetected.
- Get out of the garage undetected.
- Escape the garage.
- Get through the park.
- Follow Maddox and eliminate called-out targets.
- Reach the overwatch.
- Eliminate Marko Vladic.
- Eliminate Vladic's guard.
- Defeat Vladic.
- Get out of the building.
- Eliminate enemy reinforcements.

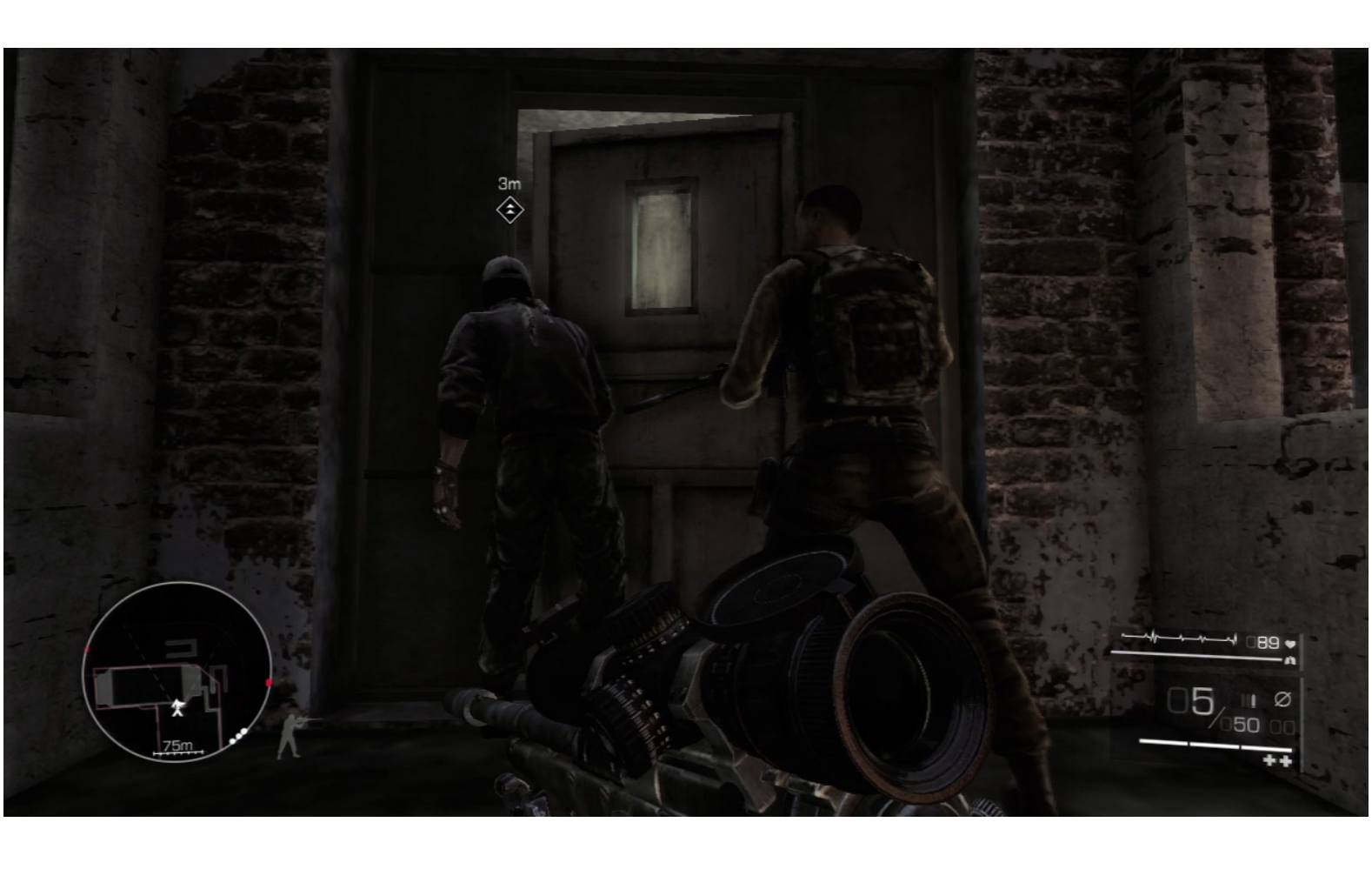
Mission 5: And Justice for All

5.2 Waypoints 1-7

Video is restricted

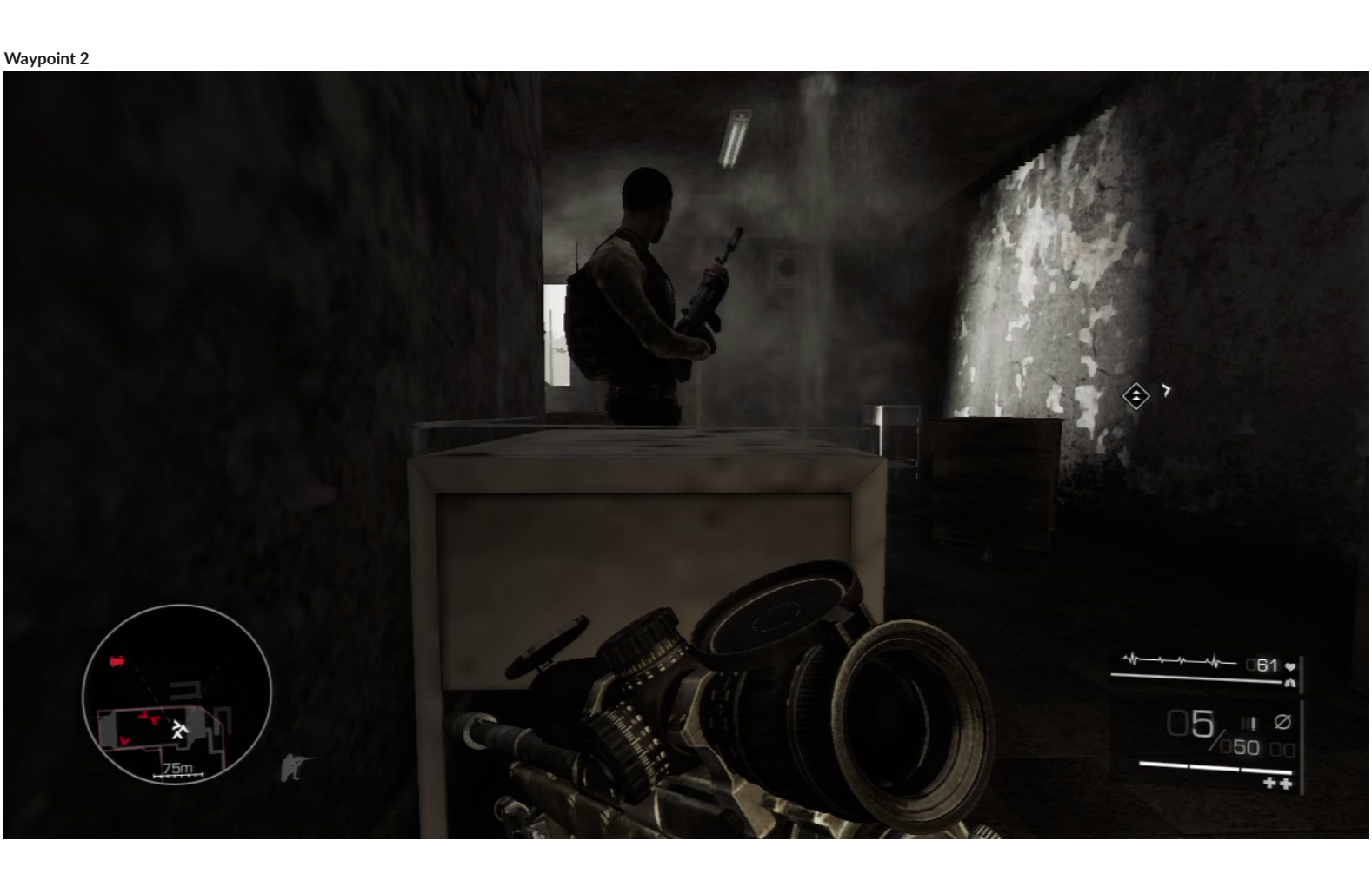
Waypoint 1

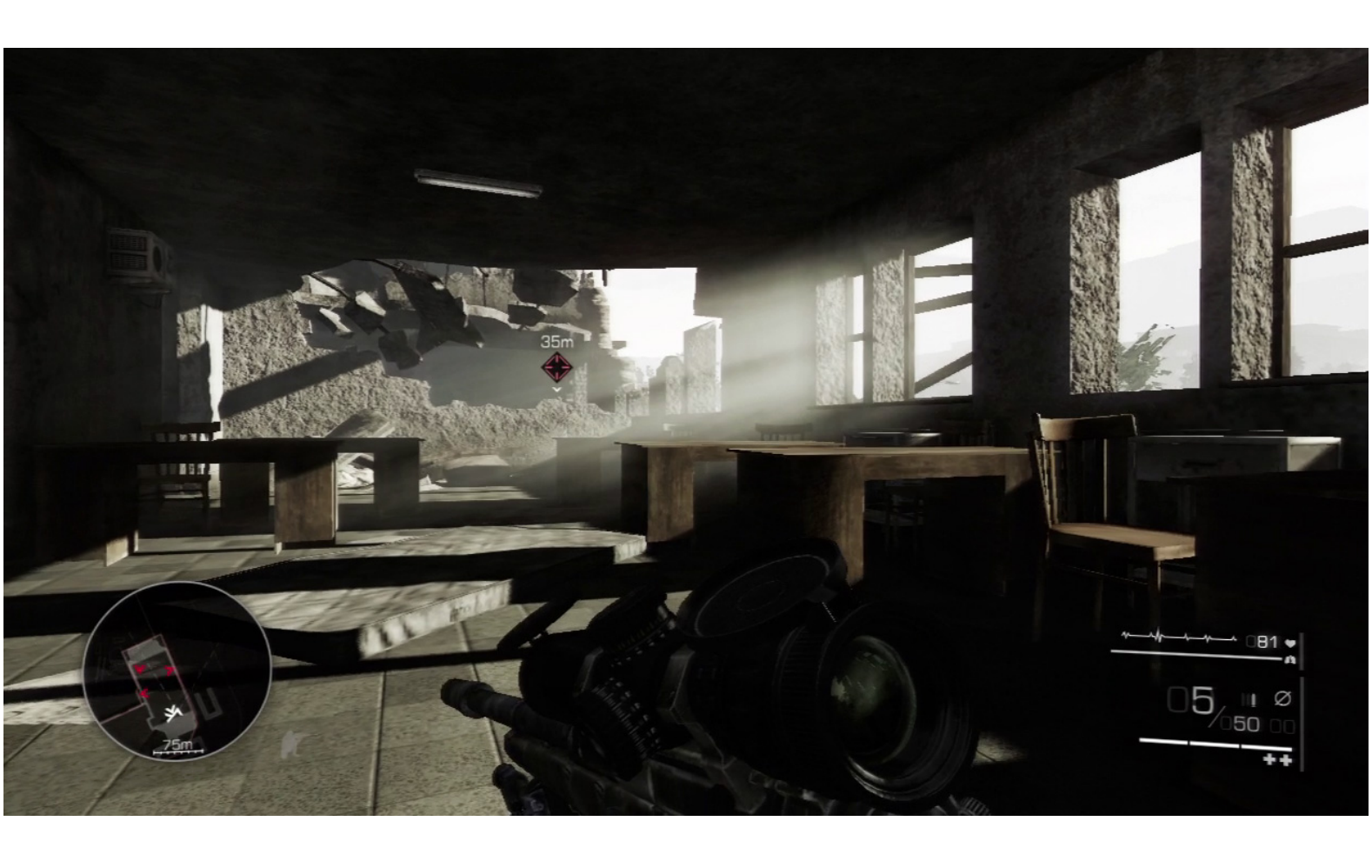




Merinov leads Maddox and you from the mission's starting point to the door of an apartment building down the street. Throughout the mission, follow Merinov (or Maddox) and listen for voice prompts that may give you clues to the surroundings or appropriate tactics.

Waypoint 2

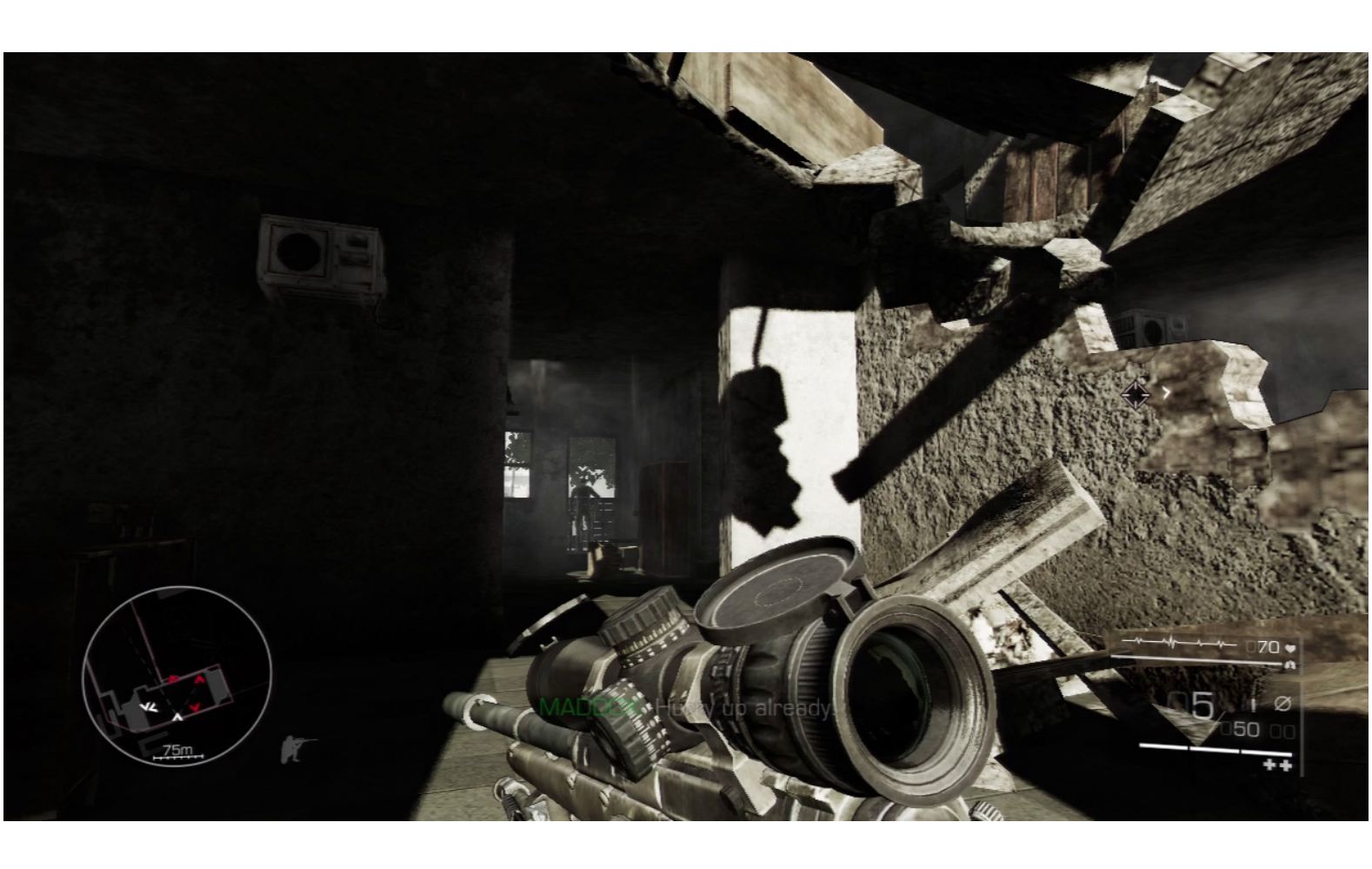


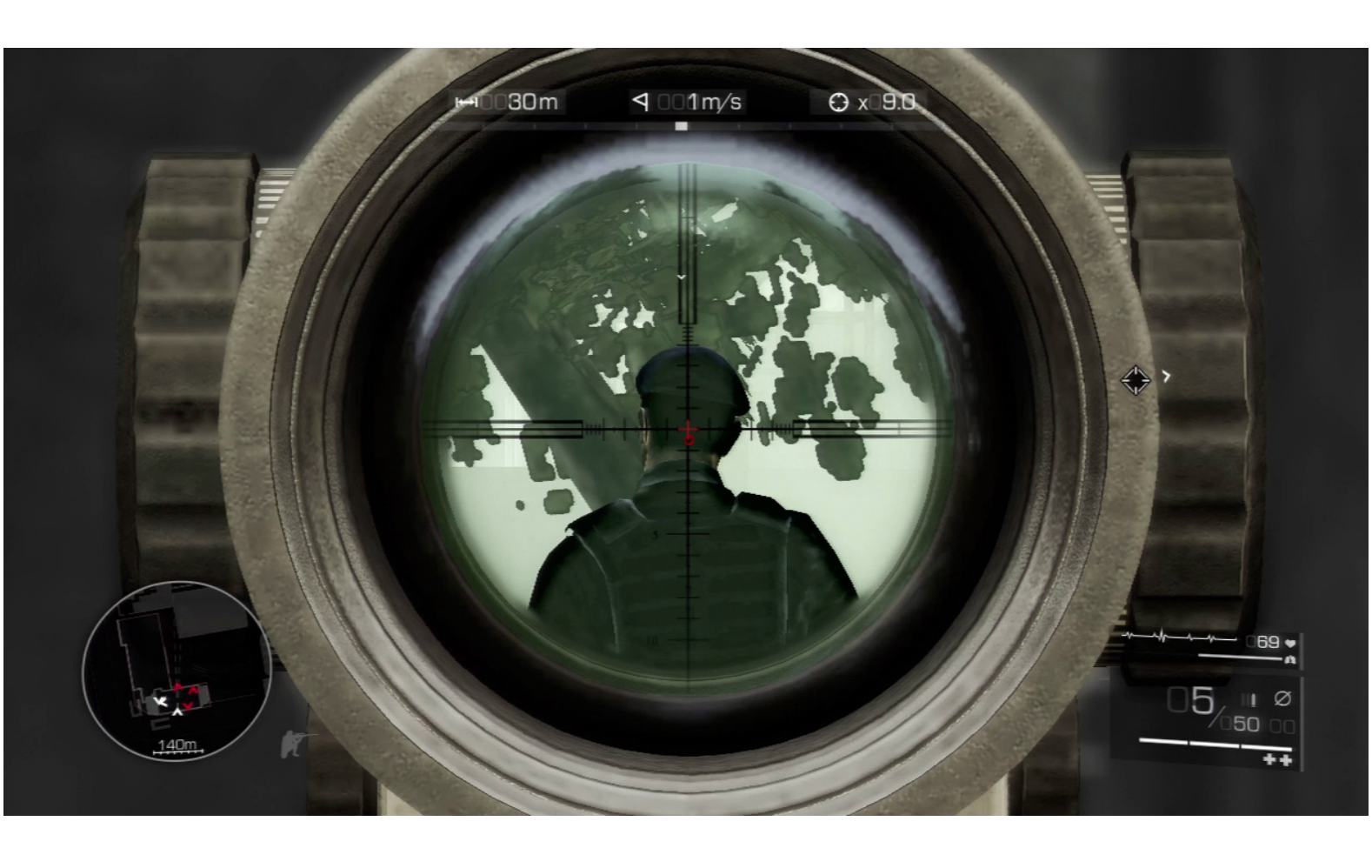


Maddox takes point and stands next to the first corner inside the apartment building. He tells you to wait and seek cover as an enemy vehicle wheels by on the road outside.

After the vehicle passes, he instructs you to take out the enemy by the window. When you turn the corner, you'll see an enemy in the rubble by the destroyed far wall.

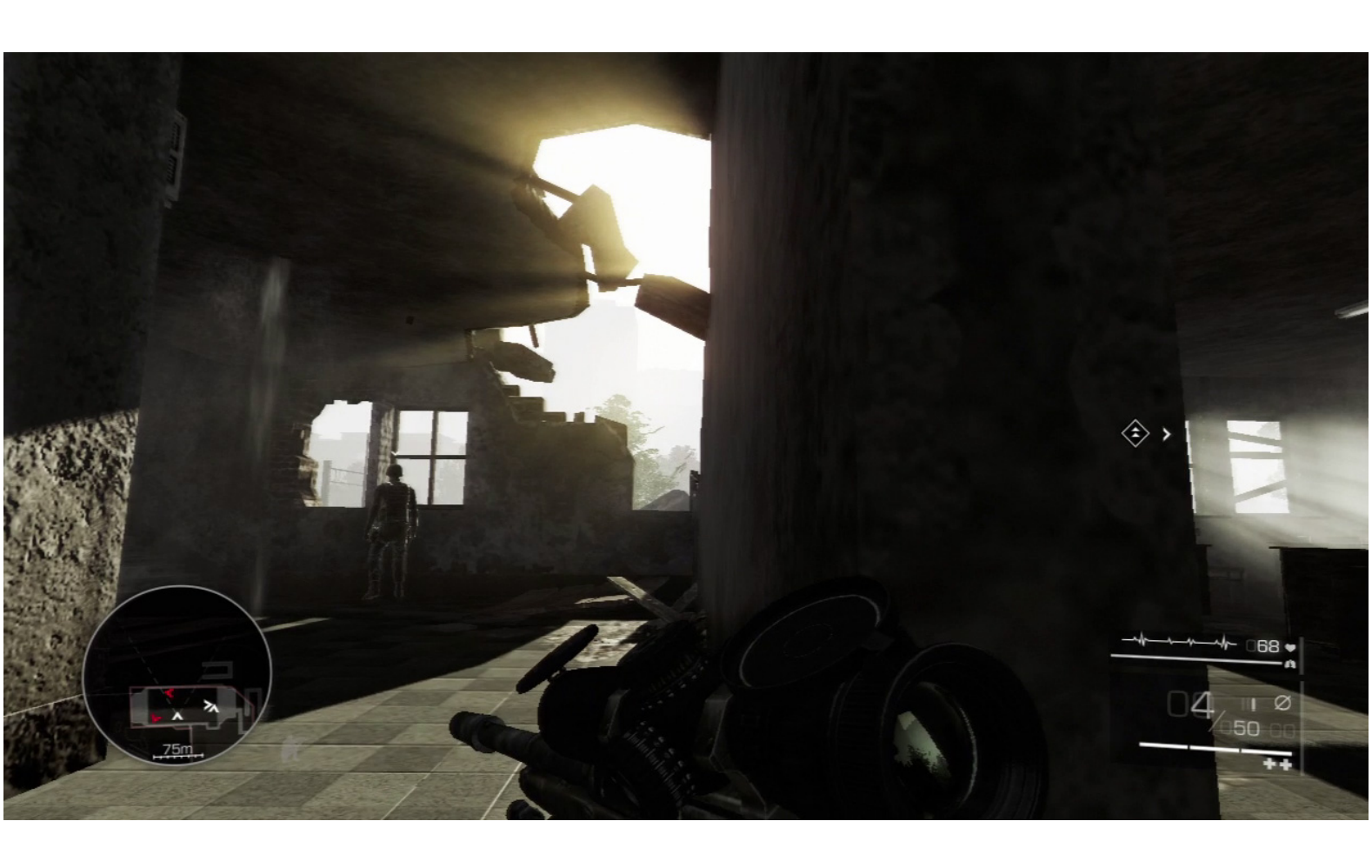
Even though he's an easy target, don't shoot this enemy yet. If you do, the enemy behind him sees the body drop and raises the alarm.

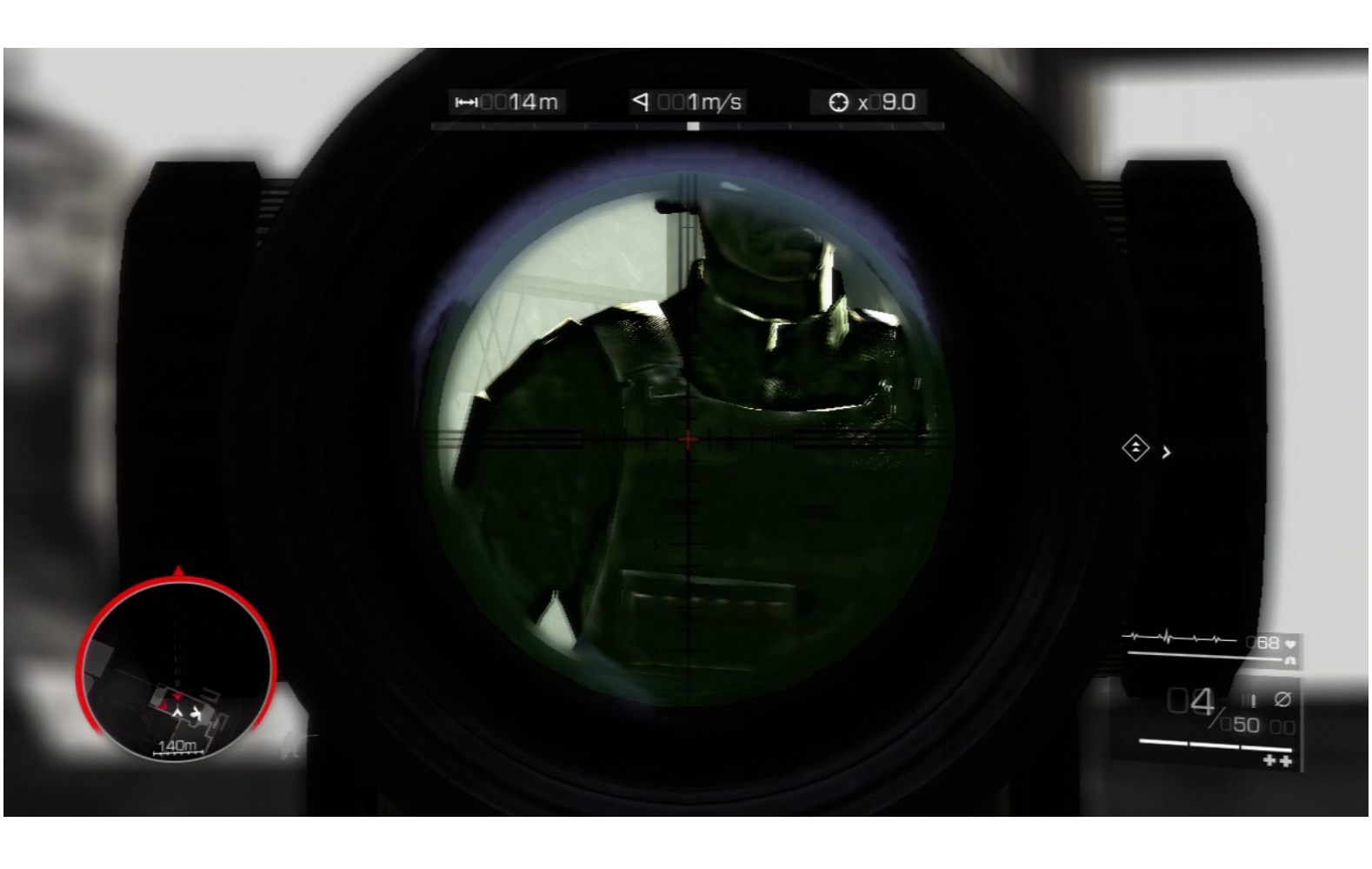




Instead, sneak up to the rubble wall without letting the first enemy see you. Turn to your left and look down the hallway. An enemy stands at another door with his back to you.

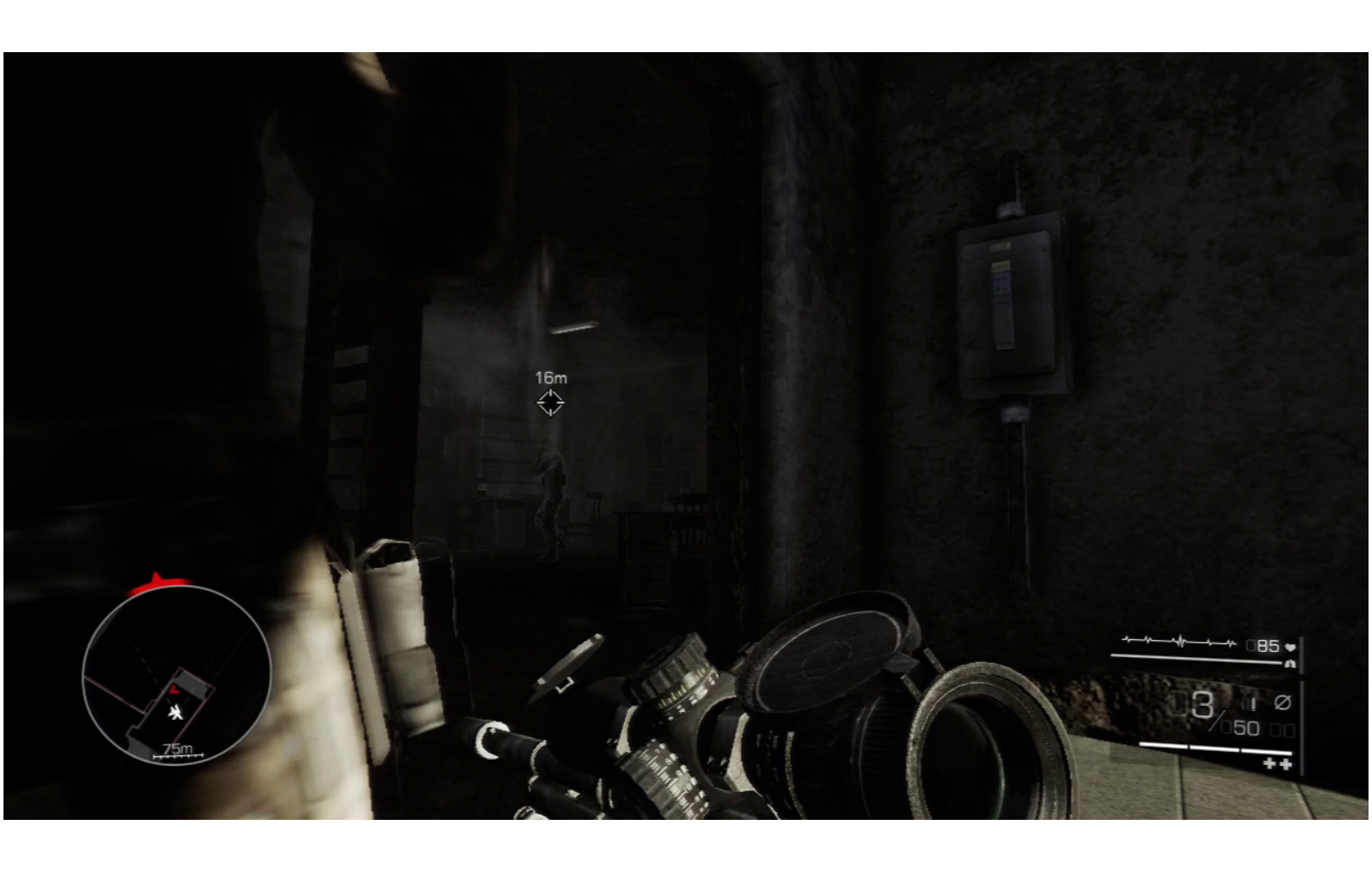
Aim for the head and put him out of his misery.





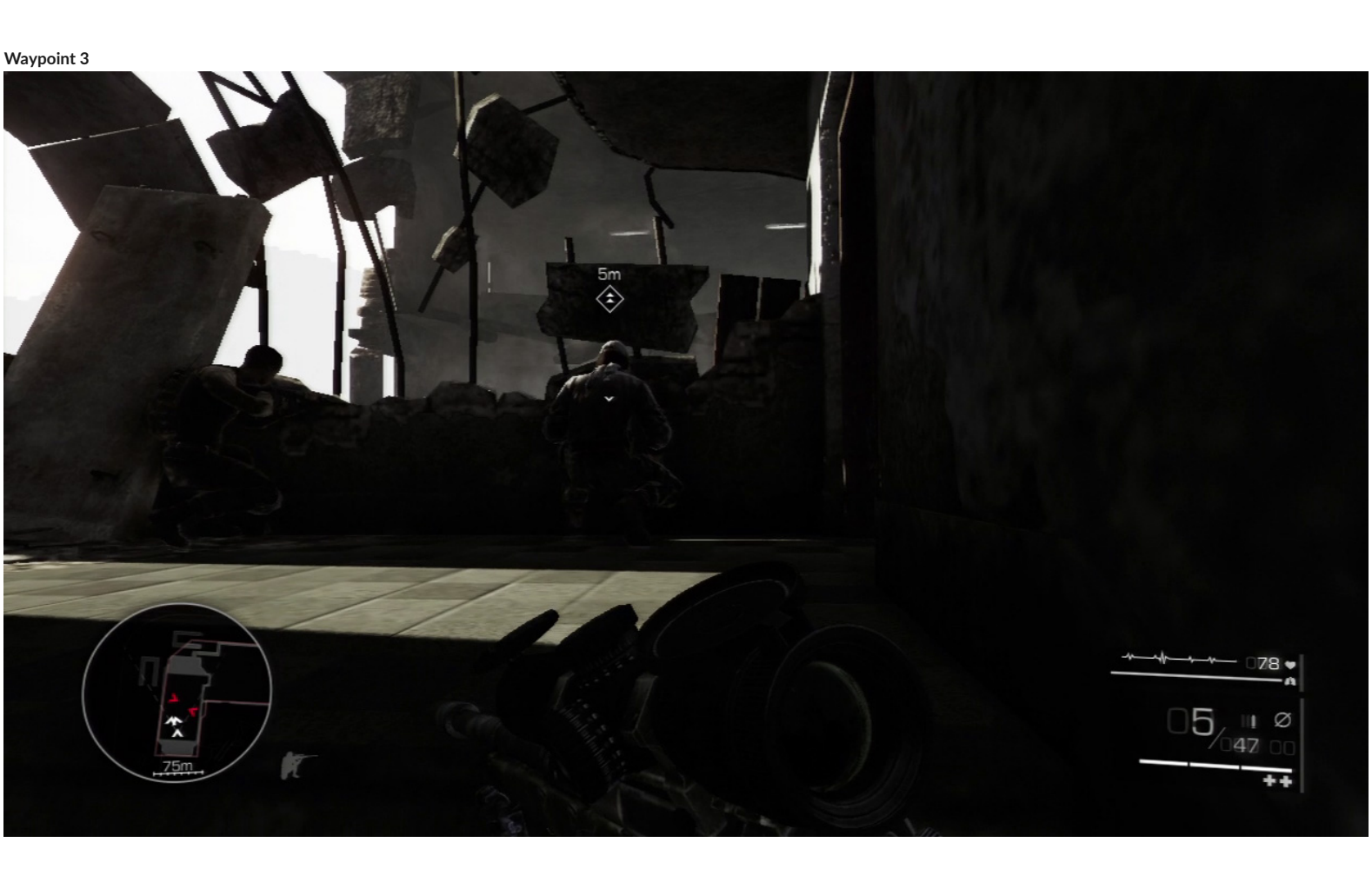
Approach the doorway leading toward the first enemy you left alone moments before. Don't enter the hallway, though, until you're sure he isn't looking in your direction.

This guard paces a lot, so you'll have to use your minimap to determine which way he is facing and act only when he has his back to the doorway. Step out, zoom, and fire a kill shot quickly.

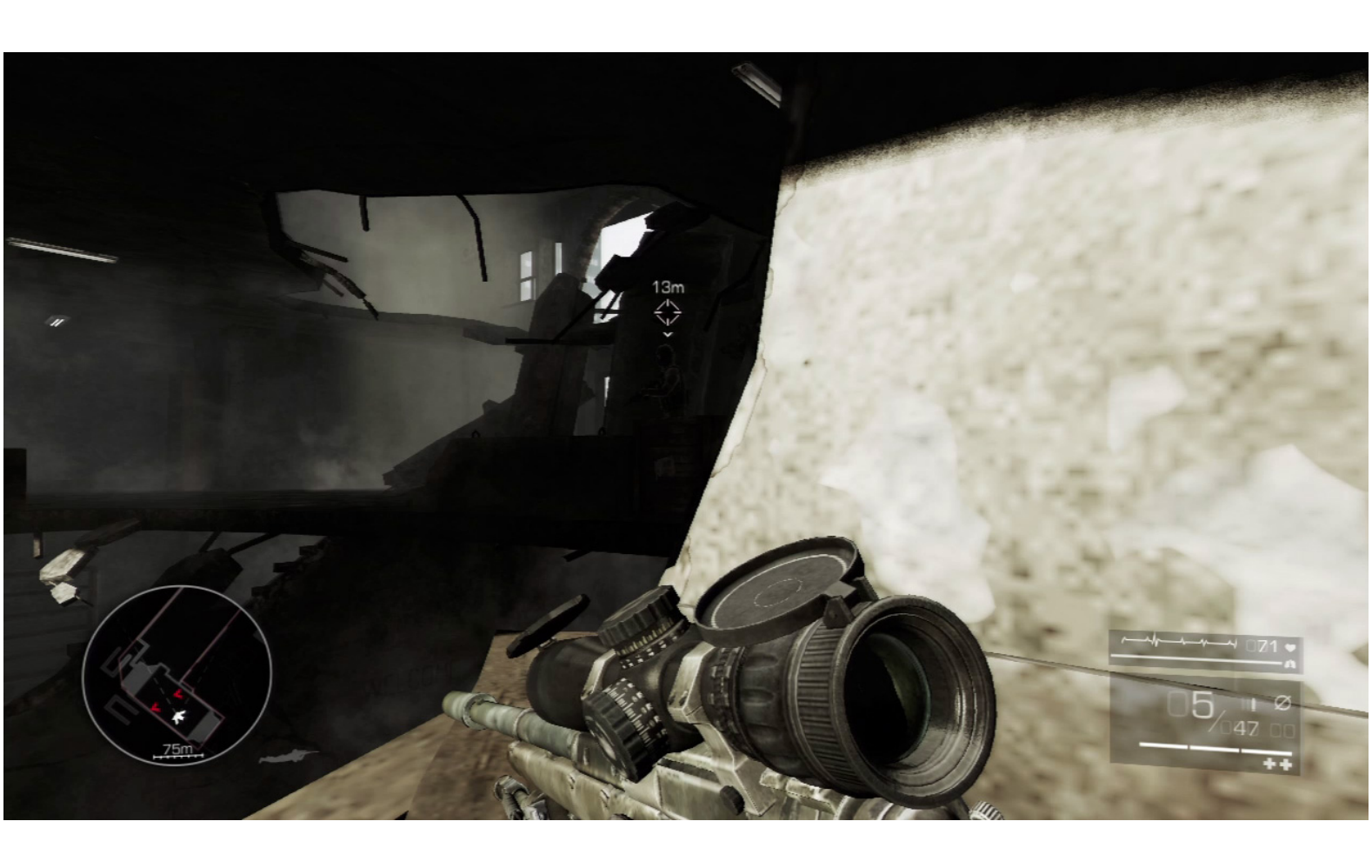


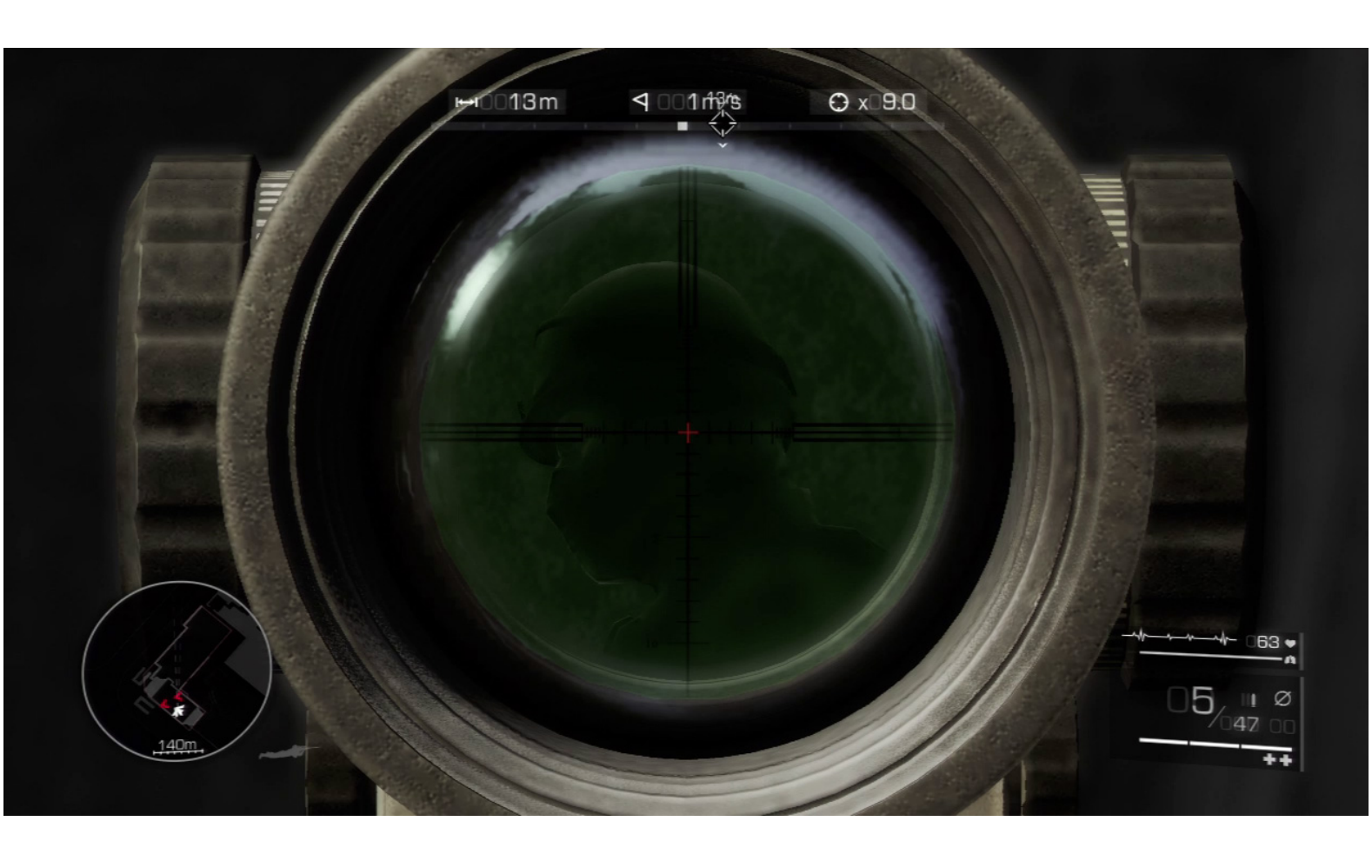
The last guard on the first floor carries on a conversation on a walkie-talkie in the back room. Snipe him from the hallway before he can spot you.

Waypoint 3



Meet Maddox and Merinov upstairs. They take positions behind the blasted wall that looks across the debris at two more enemies. Maddox sends you upstairs to pick off the enemy patrolling one floor above.





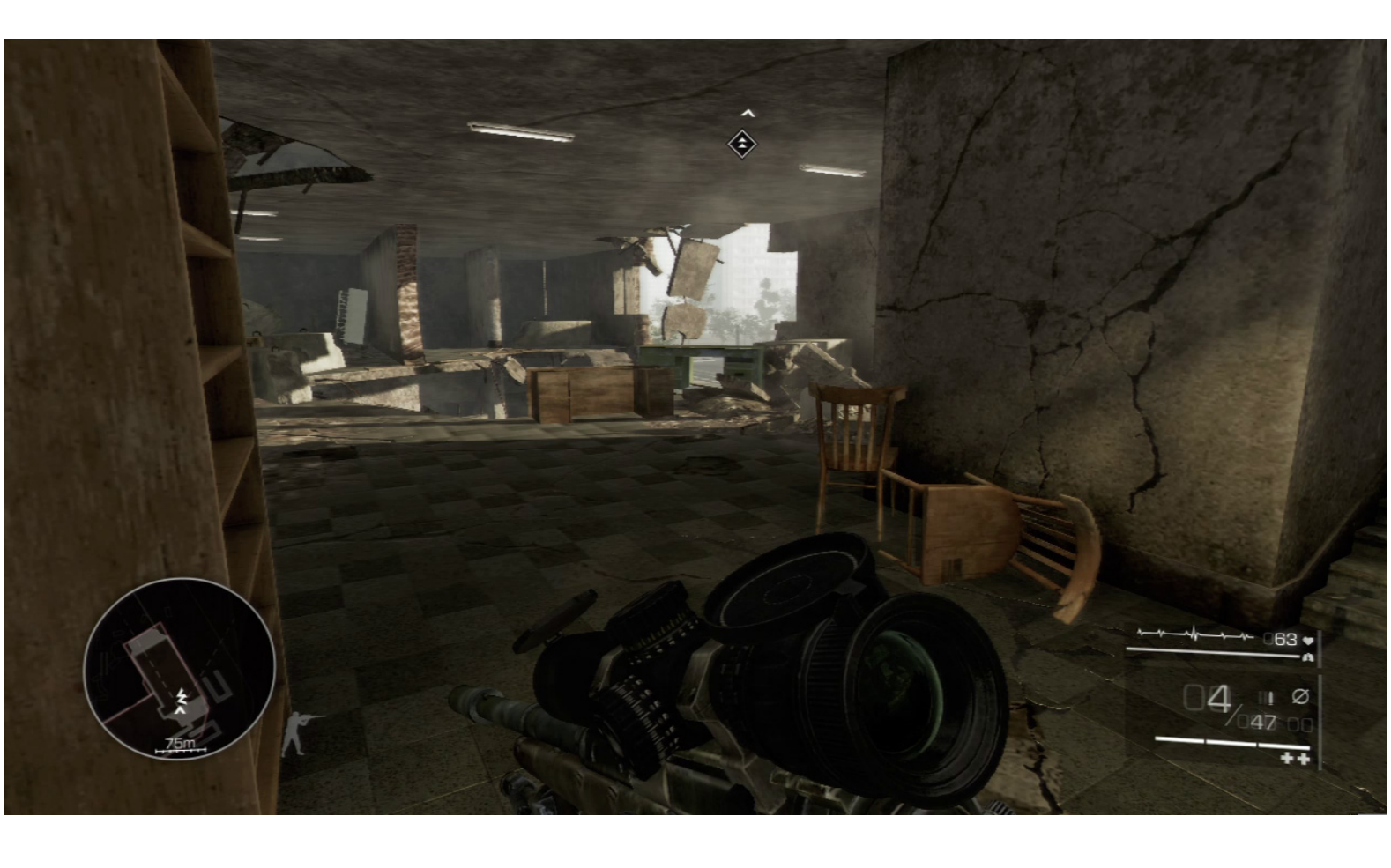
Drop prone on the mangled landing at the top of the stairs. Crawl out to the edge and look to your right. The second enemy, barely visible in the shadows, overlooks the ruined rooms below. While you assassinate him, Maddox times his shot below to remove the second guard at the same time.

Achievement Unlock: Death's Scythe

- Xbox 360 Gamer Points: 30
- PlayStation Trophy: Silver

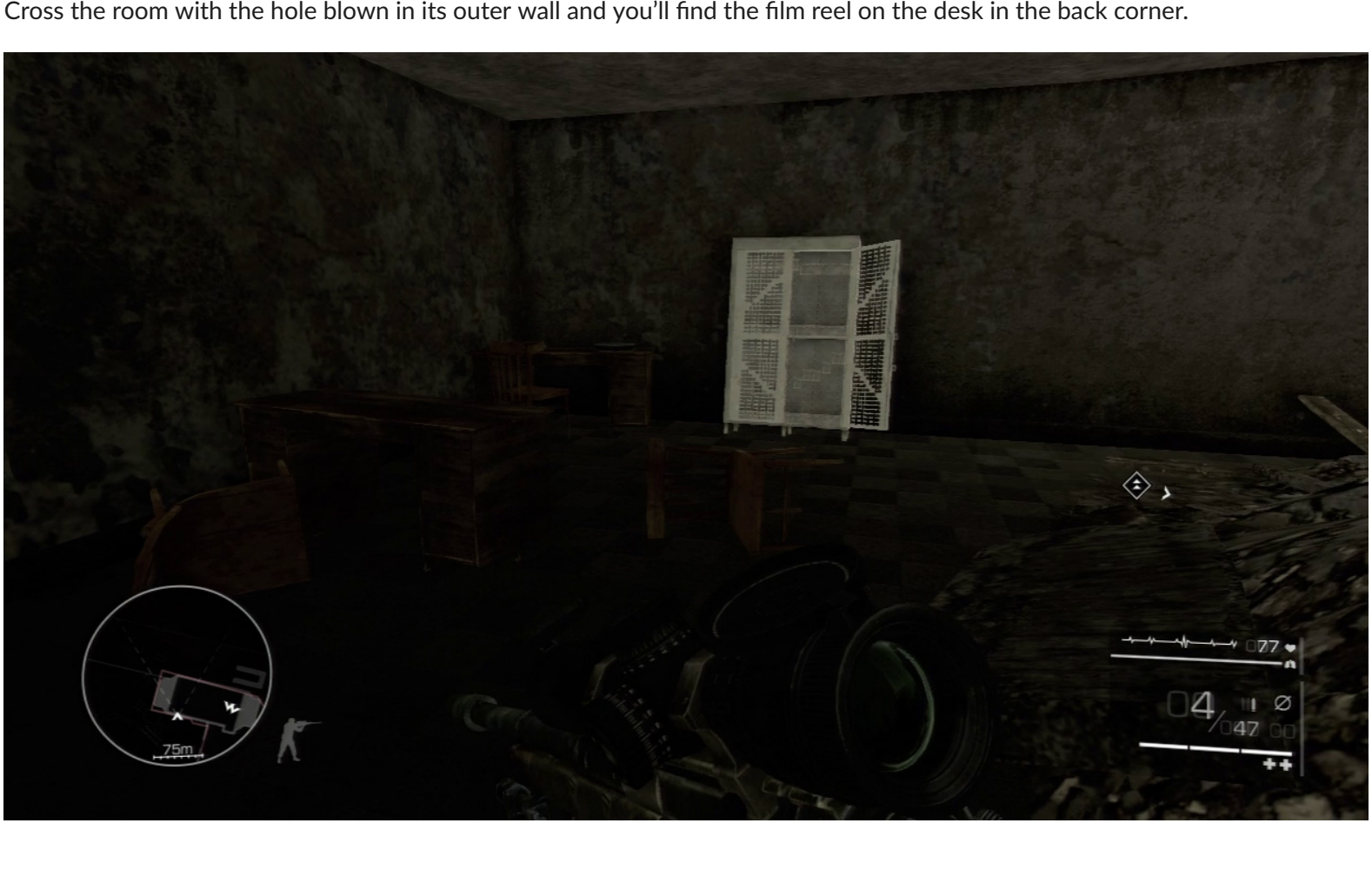
By this point in the game, you should be able to execute a headshot with your eyes closed, or close to it. Once you cap your fiftieth headshot, you're awarded the "Death's Scythe" achievement. You can speed this up by making double headshots, tallying two for the price of one.

Act 2: Secret 5

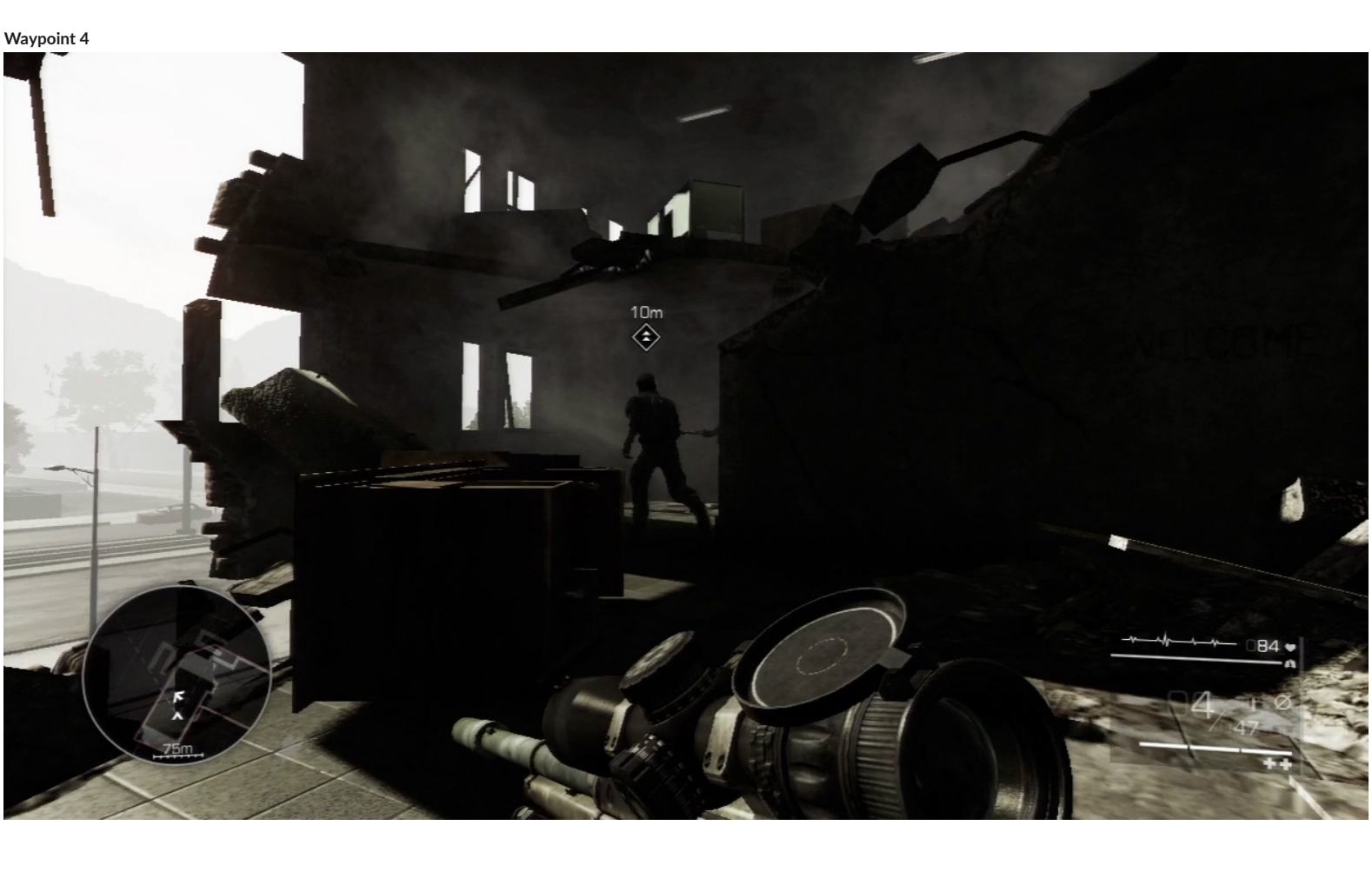


The first secret in mission 5 is inside the first apartment building. After you dispatch the initial enemies, follow Merinov and Maddox up to the second floor. Merinov will say that you need to go up one floor, but don't follow him yet.

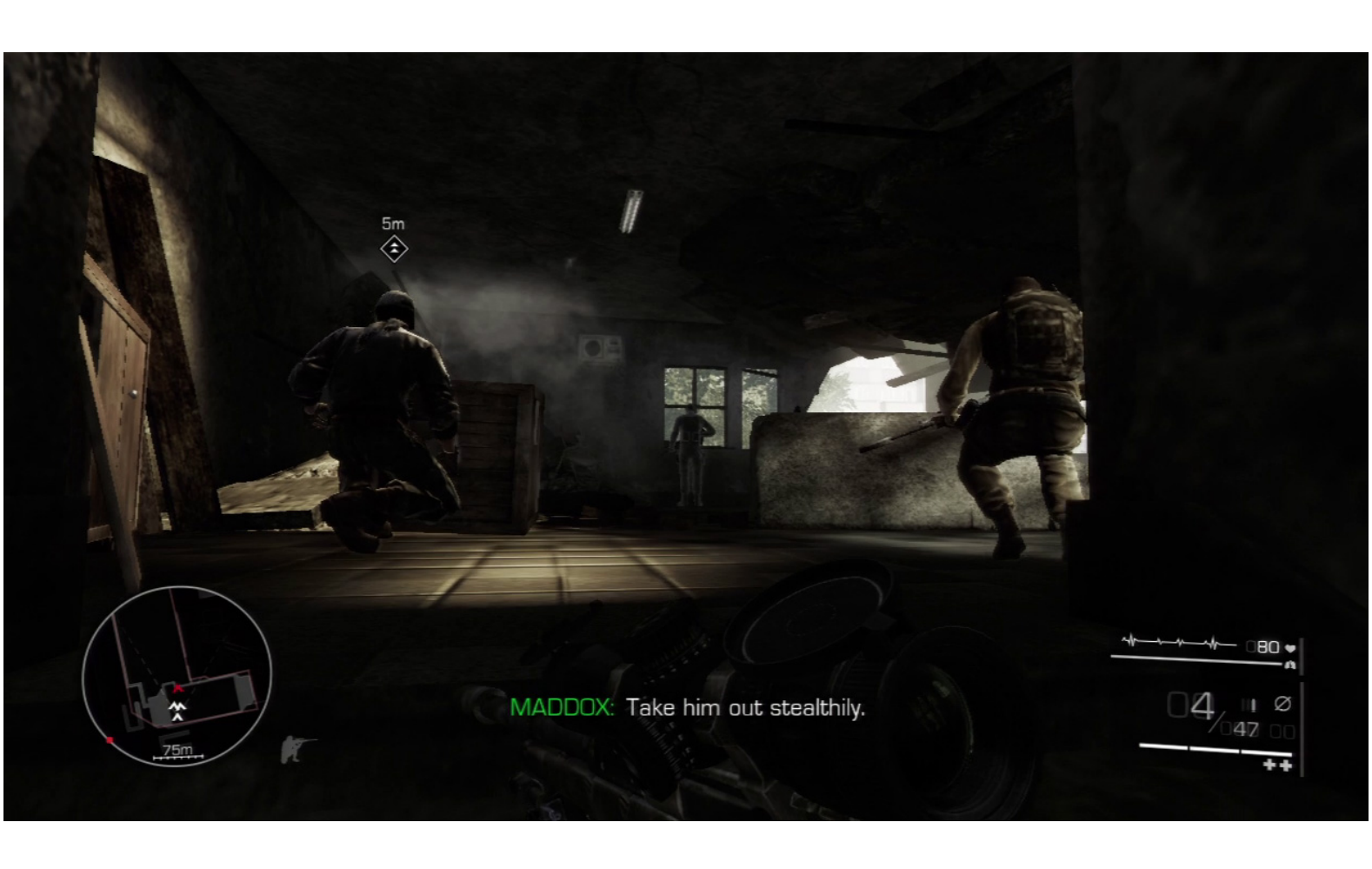
Cross the room with the hole blown in its outer wall and you'll find the film reel on the desk in the back corner.

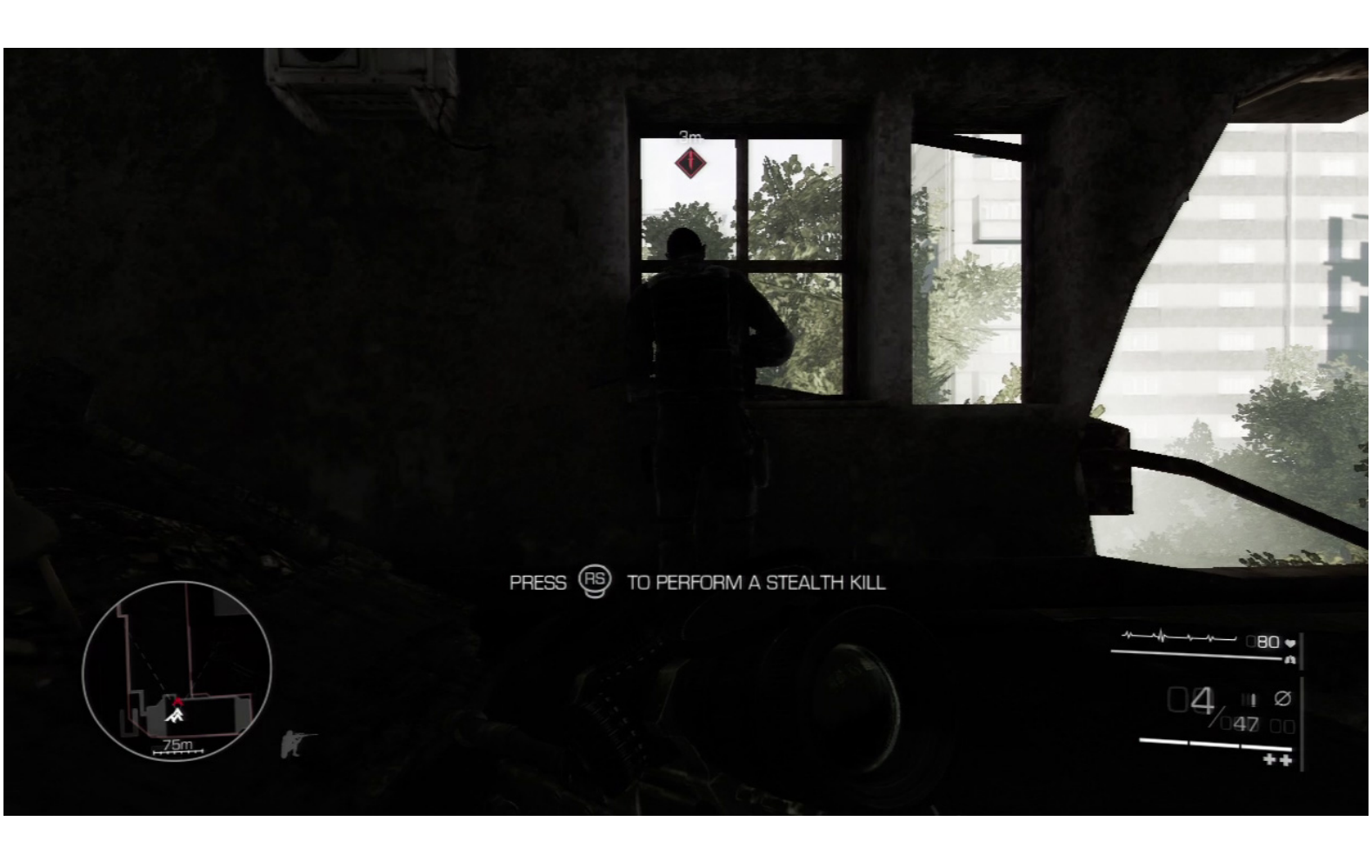


Waypoint 4



Merinov and Maddox worm through the rest of the debris-filled apartment. Follow them until they climb the stairs into the room overlooking the massacre site.

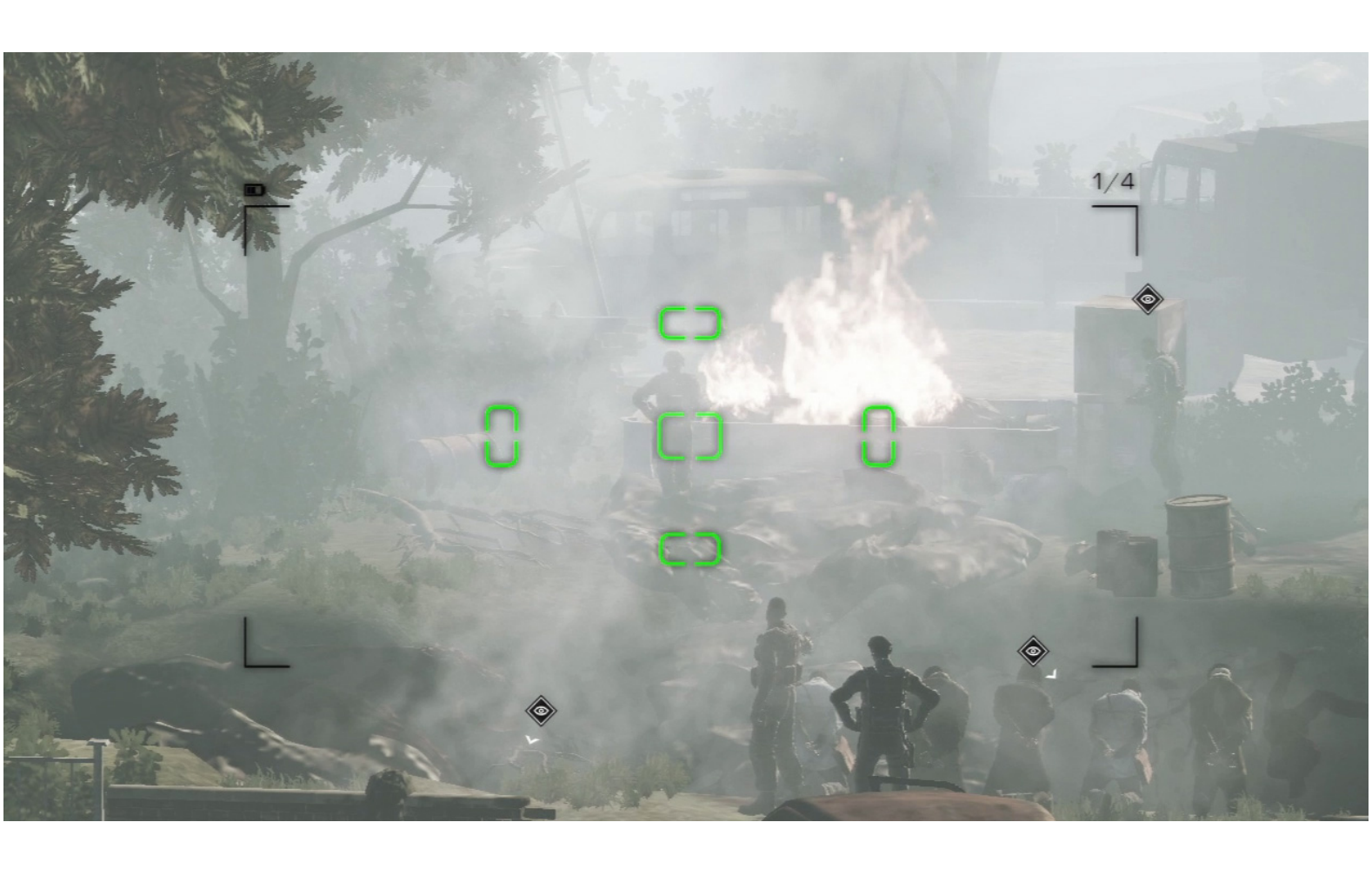


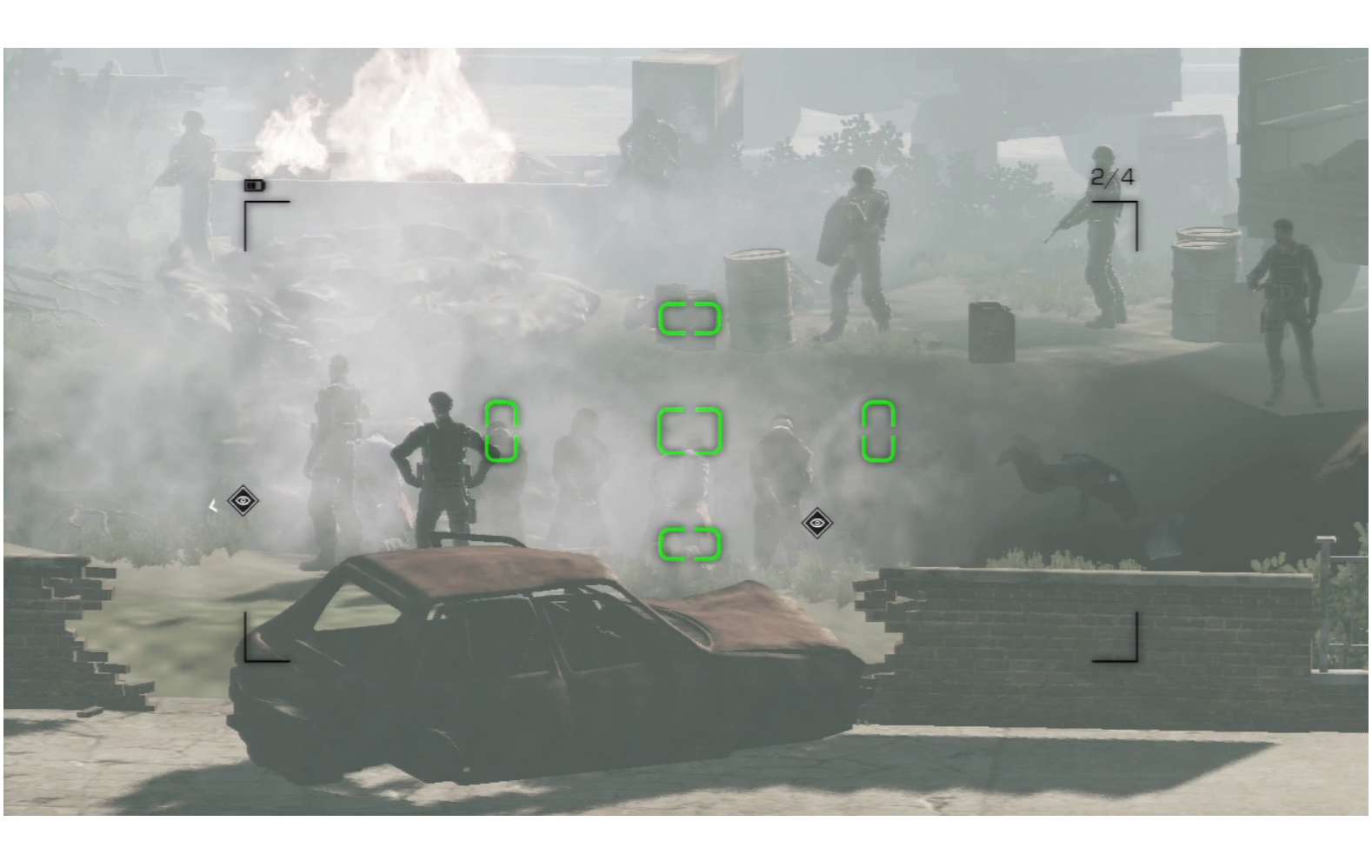


A lone guard watches through the window the acts of genocide being committed in foul, earthen trenches only dozens of meters away. Sneak up behind him and kill the barbarian with your stealthy knife.

Waypoint 5

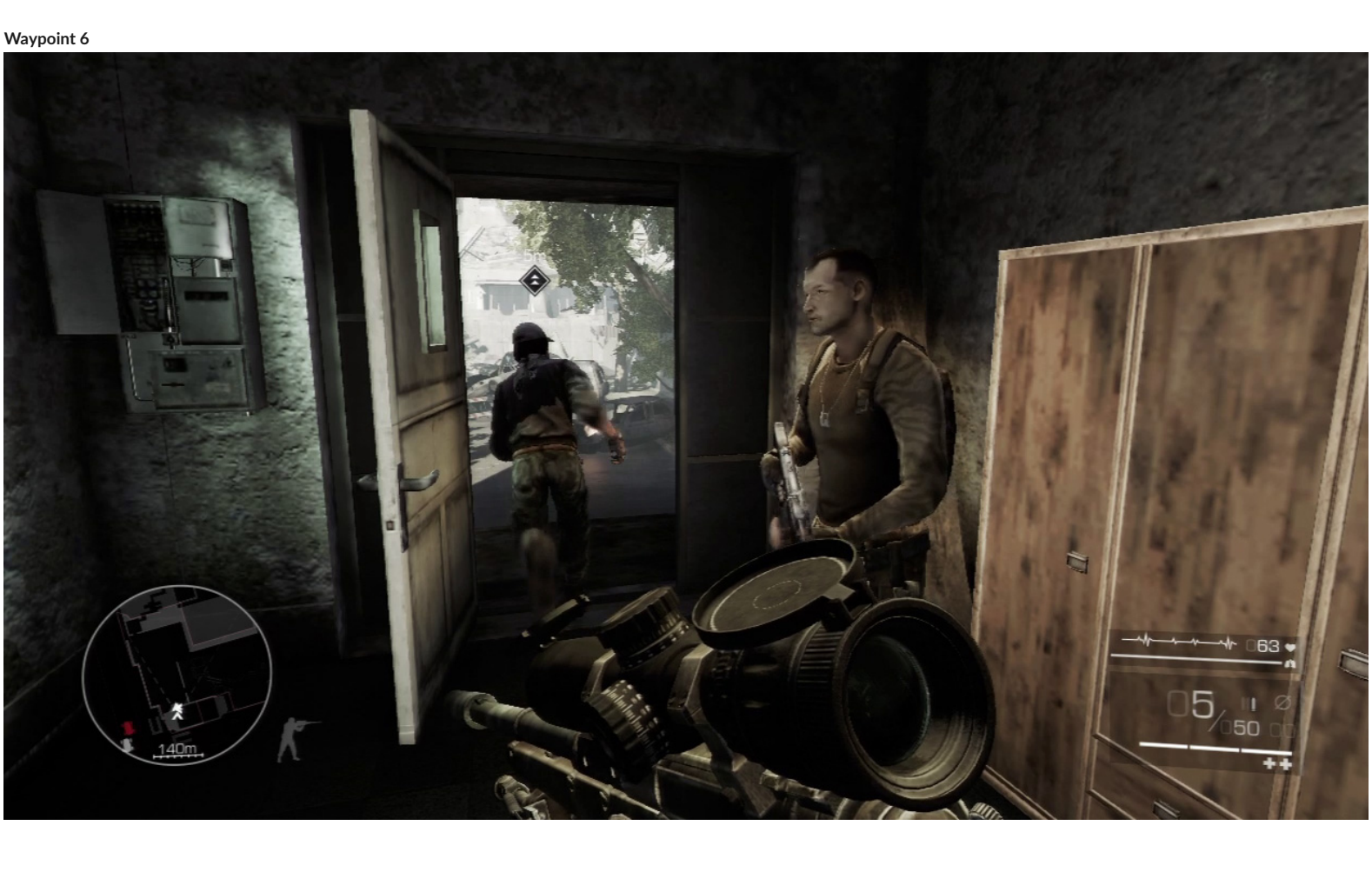
Your orders are to take pictures of the genocide that Major Vladic has orchestrated. You have a bird's-eye view from the third floor of this ruined apartment building.



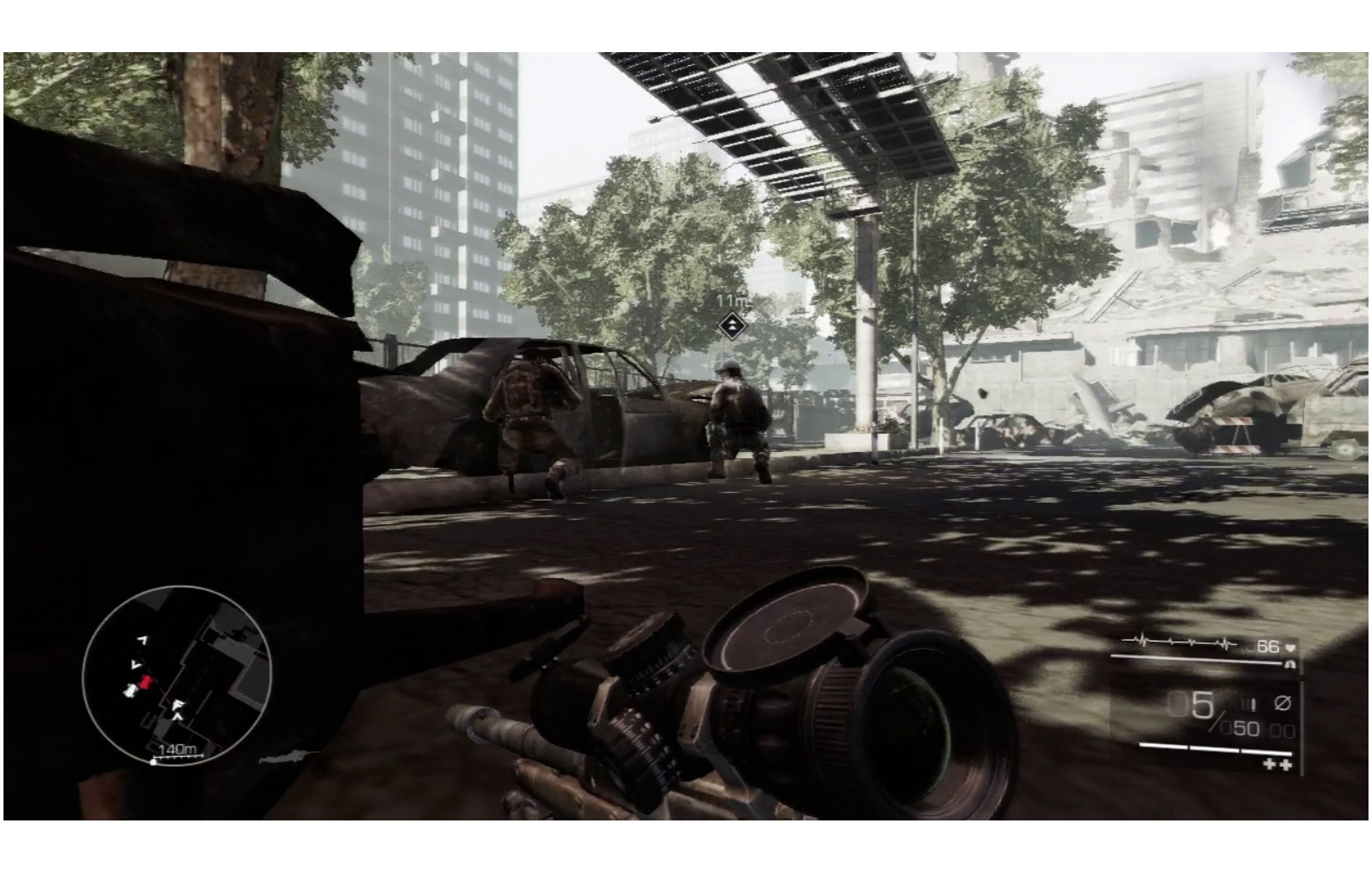


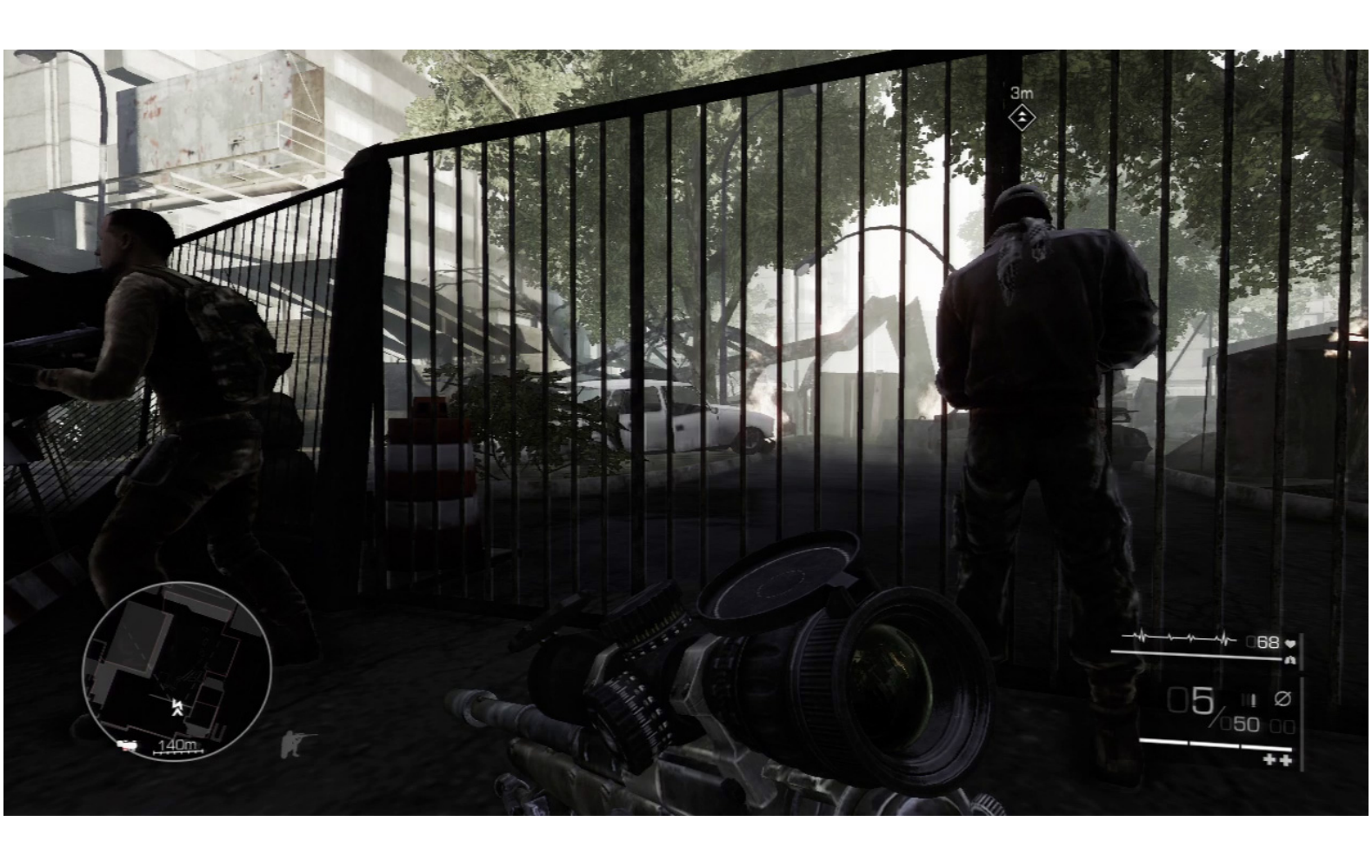
It isn't a pretty sight. Human bodies are piled in the trenches and doused with gasoline. Catch the horrible acts on film before Vladic's finished. When the camera interface turns green, snap a picture. Repeat until you have all the pictures and the entire scene has been documented.

Waypoint 6



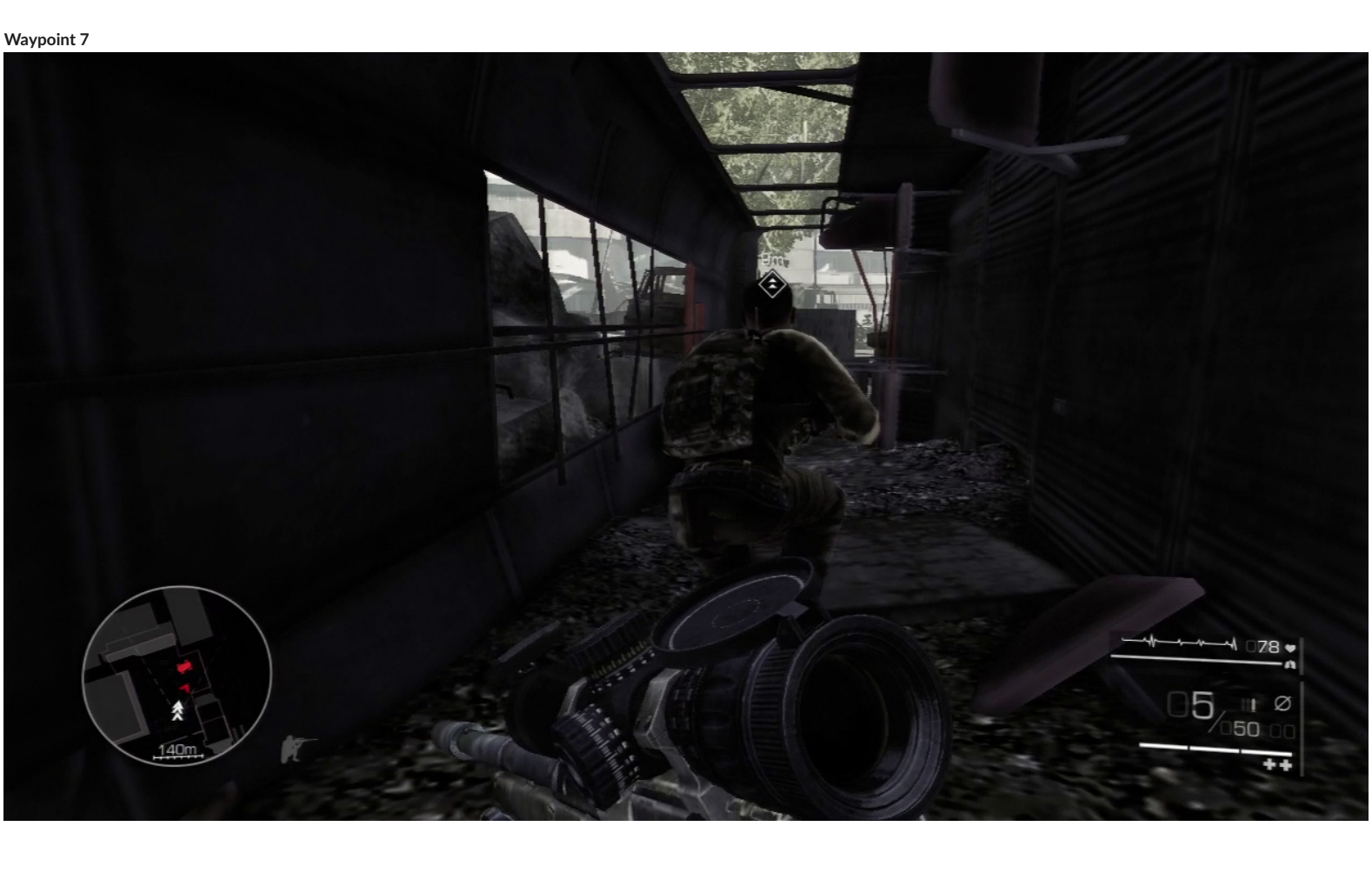
Maddox goes nuts when he sees the horrors. He wants to go kill Vladic, and there's no stopping him. Merinov reluctantly agrees to lead you to Vladic. Exit the apartment door into the parking lot.



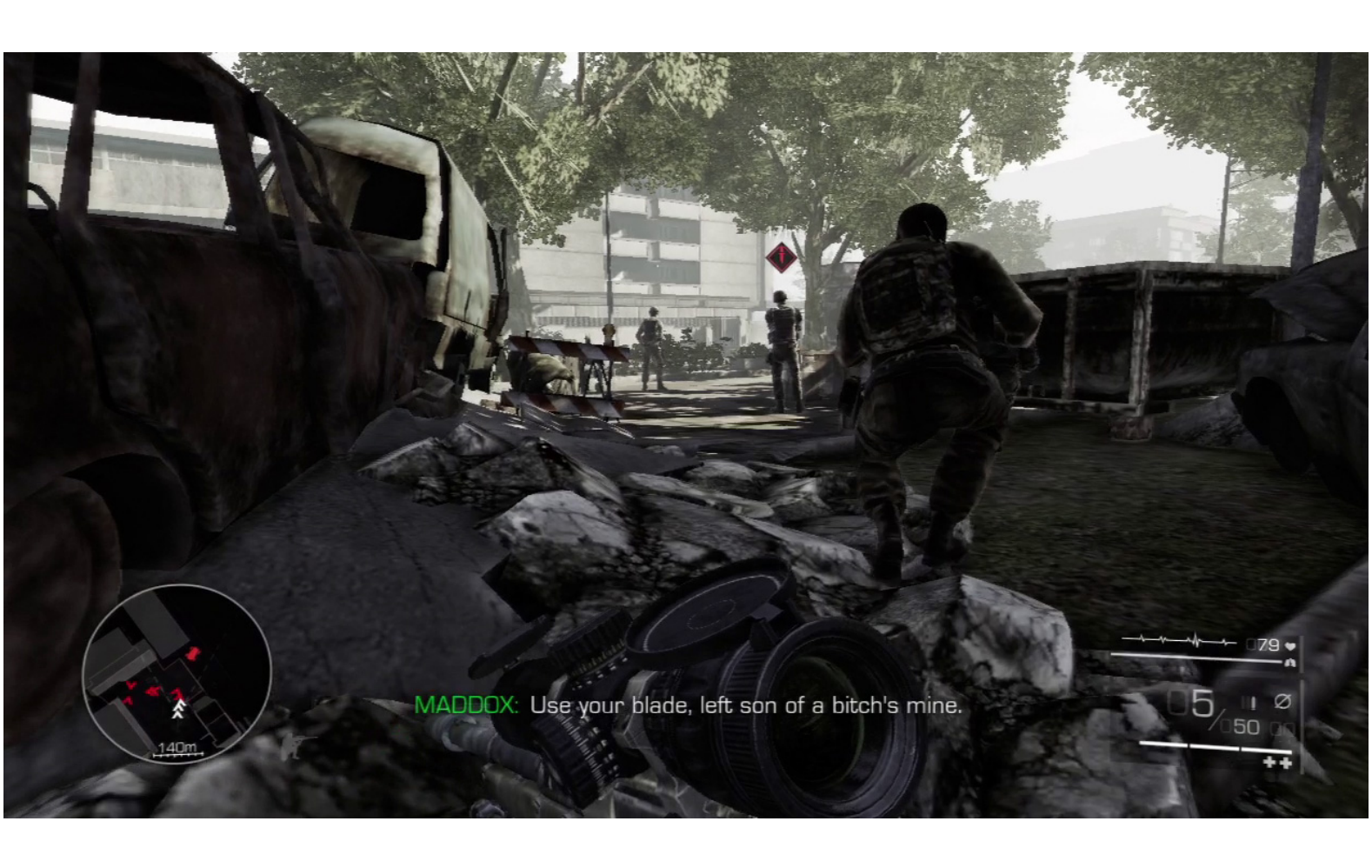


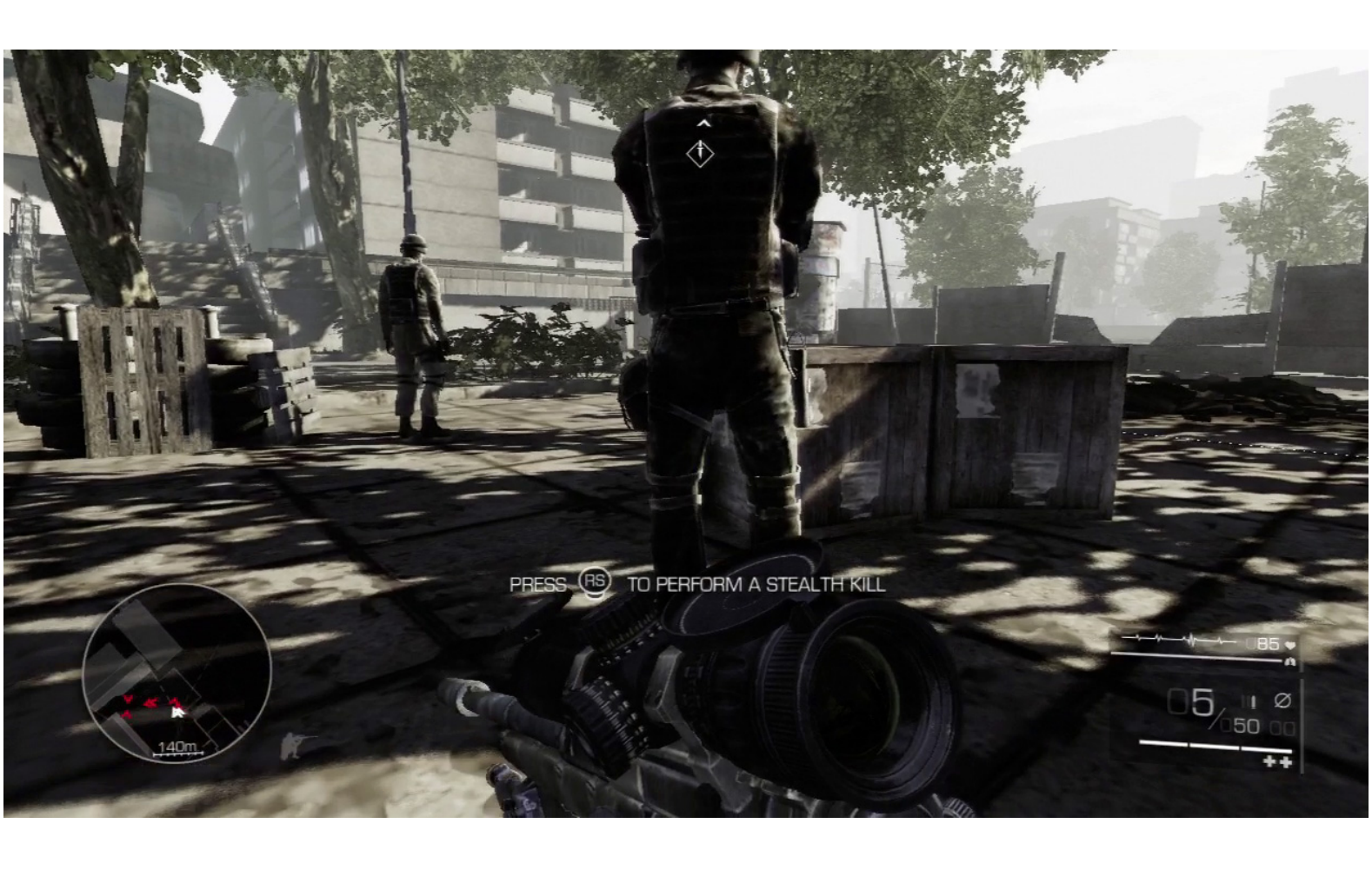
As soon as you enter the parking lot, seek cover. A large enemy patrol drives by on the road to your left. You don't want to get into a firefight with them, so duck behind the dumpster or the wrecked car beside the road. Once the patrol passes, Merinov opens the back gate and you can continue.

Waypoint 7



Merinov eventually takes you through the inside of a toppled bus. It provides excellent cover from a host of enemies off to your left. After Merinov moves the piece of metal blocking the front, you can exit behind two more guards.



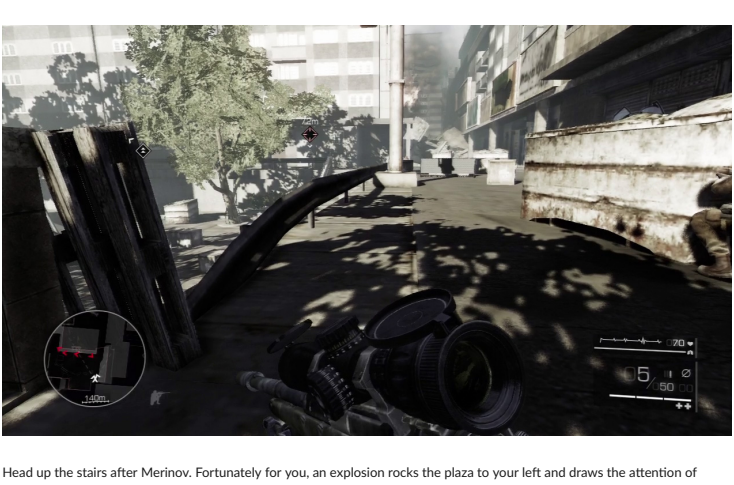


You and Maddox have to take these two out together. Creep up behind the enemy on the right, with knife in hand. Maddox sneaks up behind the left one. While you perform a stealth kill, Maddox does the same, but he keeps stabbing the corpse in a fit of rage. You have to calm him down before you can continue.

Mission 5: And Justice for All

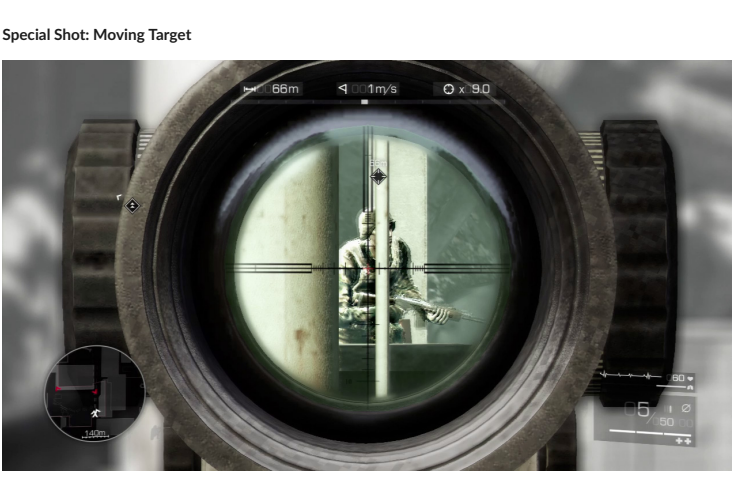
5.3 Waypoints 8-14

Waypoint 8



Head up the stairs after Merinov. Fortunately for you, an explosion rocks the plaza to your left and draws the attention of enemies in that area. However, one enemy still lingers on the top level of the plaza.

Special Shot: Moving Target

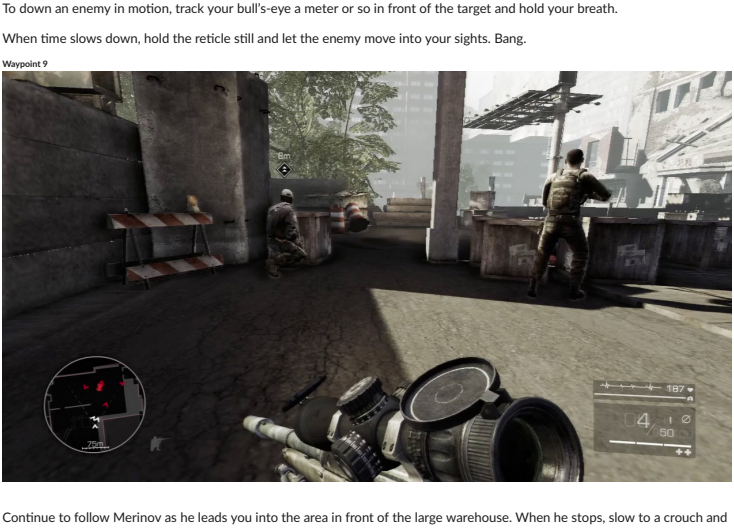


The enemy on the plaza's top level runs toward the corner and will eventually alert others in the area if left unchallenged.

To down an enemy in motion, track your bull's-eye a meter or so in front of the target and hold your breath.

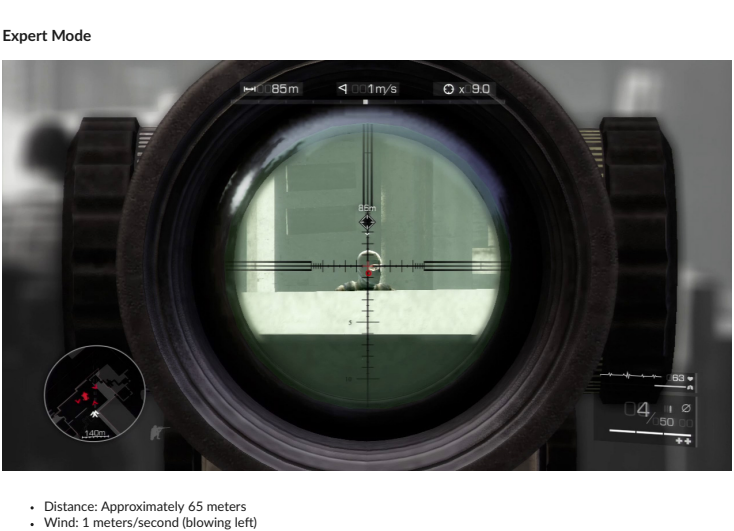
When time slows down, hold the reticle still and let the enemy move into your sights. Bang.

Waypoint 9



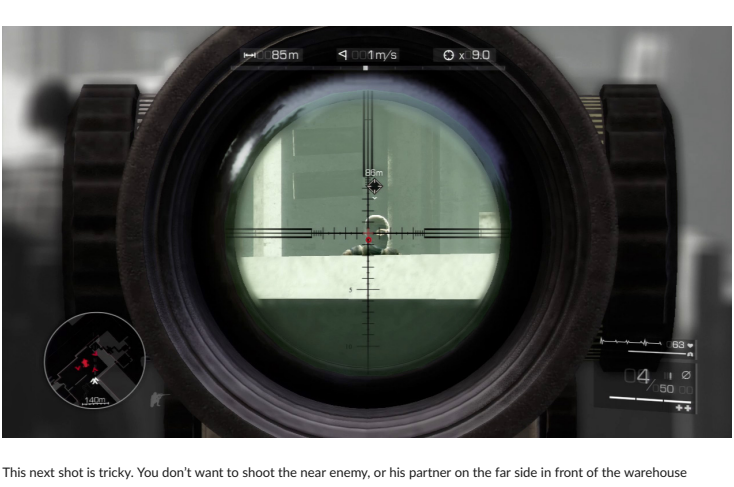
Continue to follow Merinov as he leads you into the area in front of the large warehouse. When he stops, slow to a crouch and sidle up to the line of crates between you and the next enemy.

Expert Mode



- Distance: Approximately 65 meters
- Wind: 1 meters/second (blowing left)
- Magnification: 9x

The wind barely stirs the air on this shot, so line up your bull's-eye on the center of the target. Gravity will cause the bullet to drop down about one reticle line. If you aim near the forehead, you should still score a headshot.



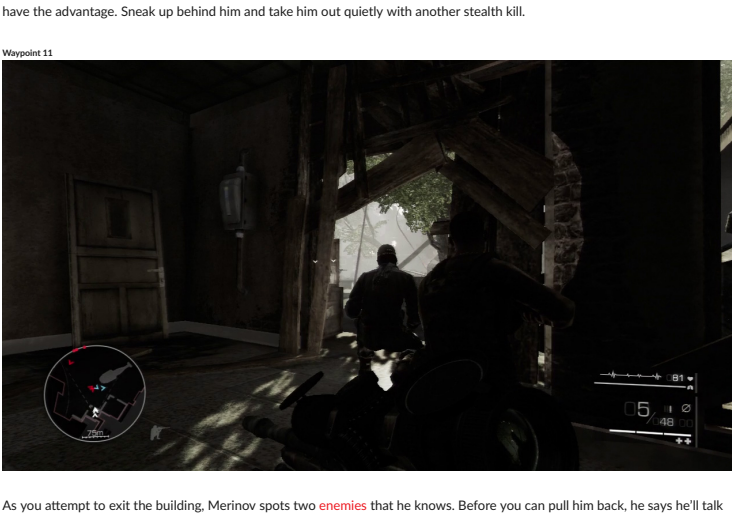
This next shot is tricky. You don't want to shoot the near enemy, or his partner on the far side in front of the warehouse entrance will spot you. Instead, you must shoot over the closer man's shoulder to strike the far enemy. At the same time that you snipe the farther enemy, Maddox will gun down the closer enemy.

Waypoint 10

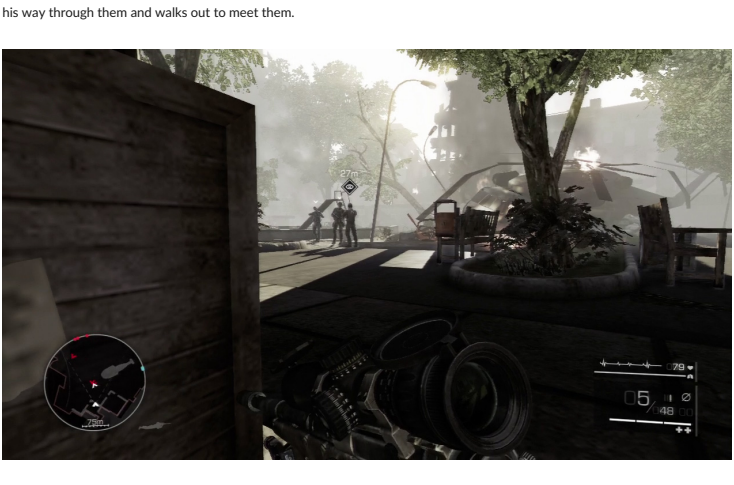
Sprint to the warehouse entrance. Once inside, flick on your night vision so you can see the stairs winding down.

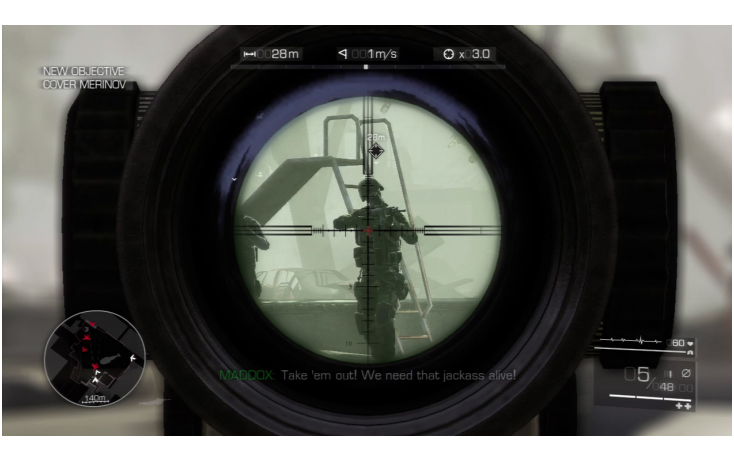
A single enemy repairs a broken circuit box in the basement area. In the dark, with your Night Vision Goggles equipped, you have the advantage. Sneak up behind him and take him out quietly with another stealth kill.

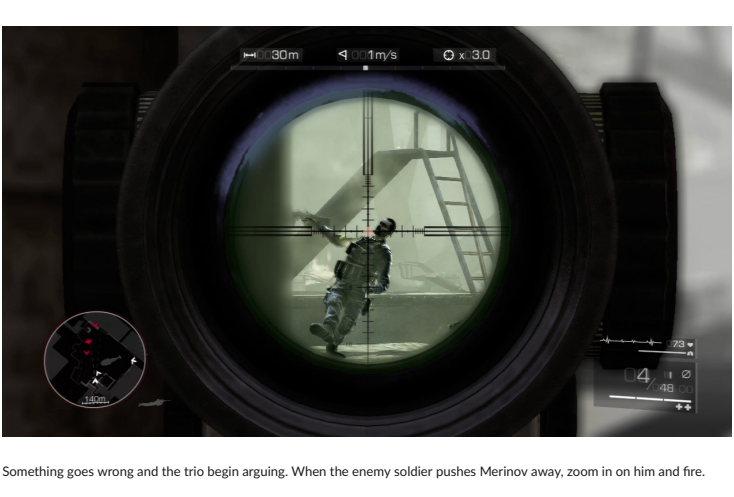
Waypoint 11



As you attempt to exit the building, Merinov spots two enemies that he knows. Before you can pull him back, he says he'll talk his way through them and walks out to meet them.

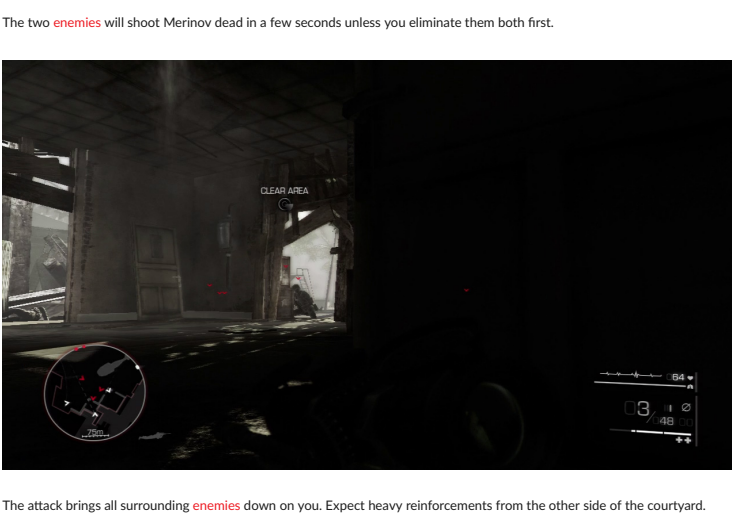




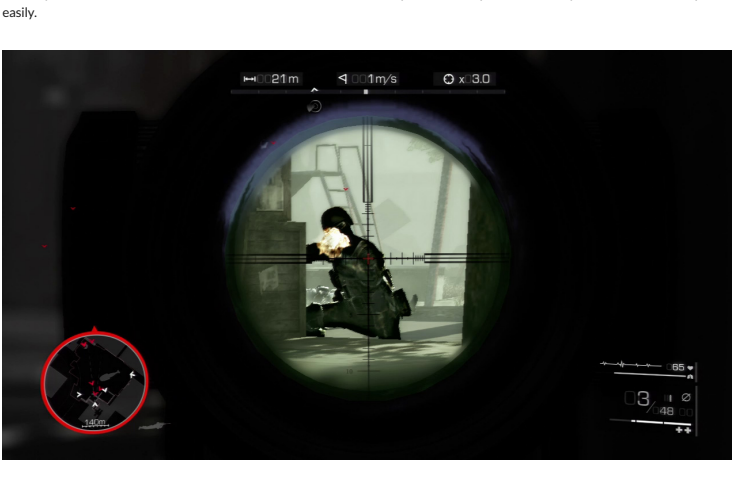


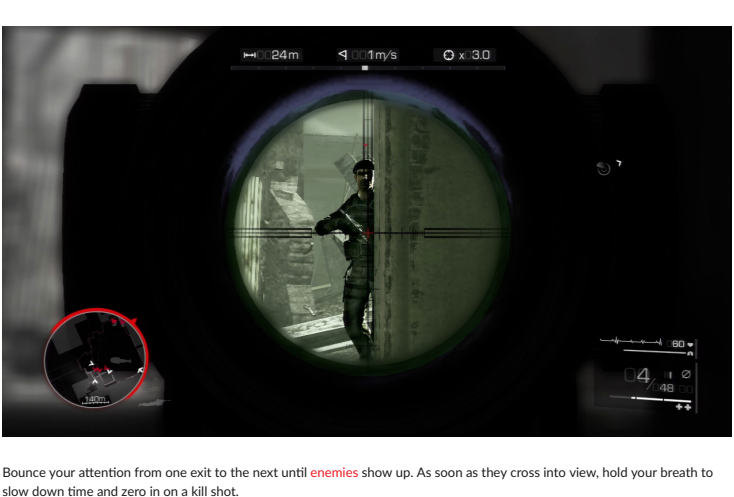
Something goes wrong and the trio begin arguing. When the enemy soldier pushes Merinov away, zoom in on him and fire.

The two enemies will shoot Merinov dead in a few seconds unless you eliminate them both first.

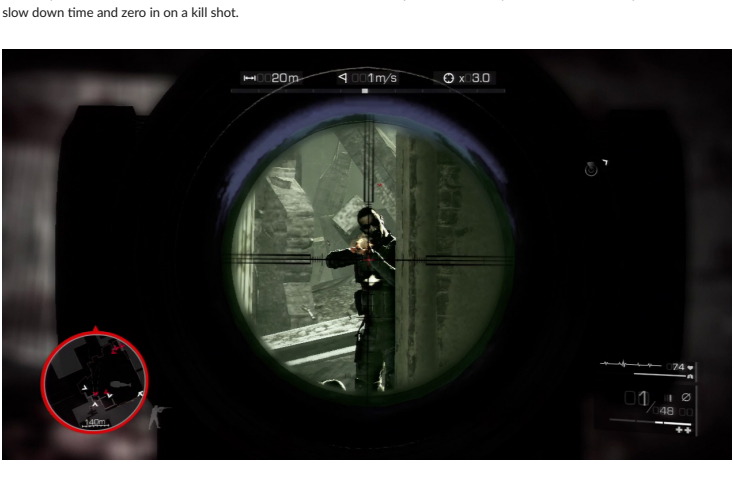


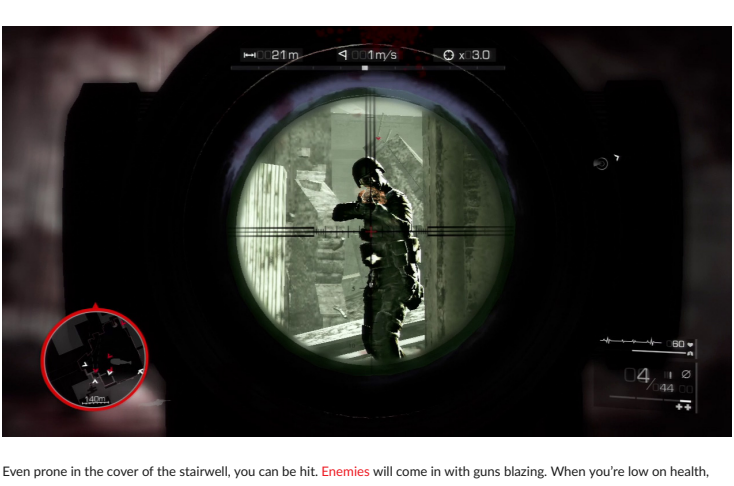
The attack brings all surrounding enemies down on you. Expect heavy reinforcements from the other side of the courtyard. Before you are overwhelmed, retreat to the basement stairs and set up a defensive position where you can see both exit points easily.



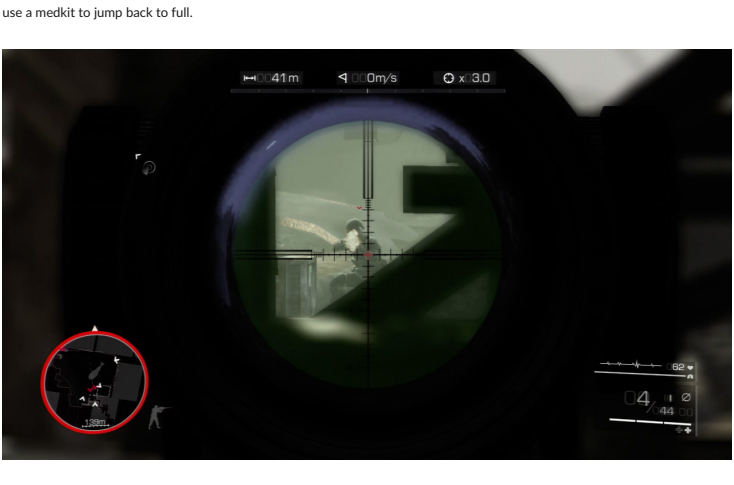


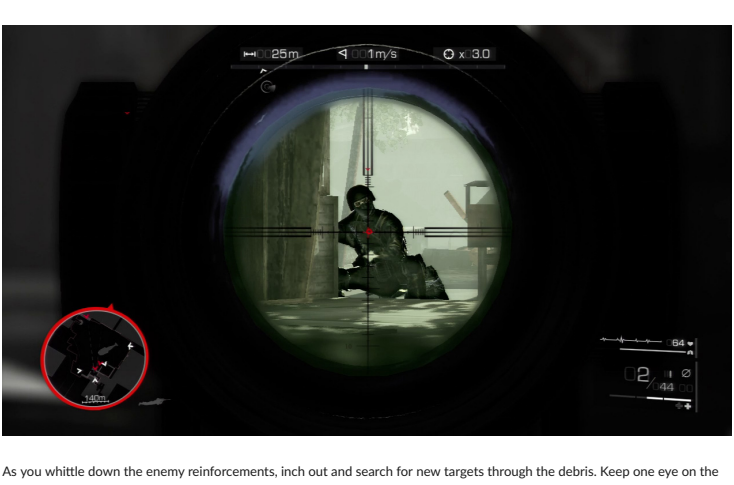
Bounce your attention from one exit to the next until enemies show up. As soon as they cross into view, hold your breath to slow down time and zero in on a kill shot.





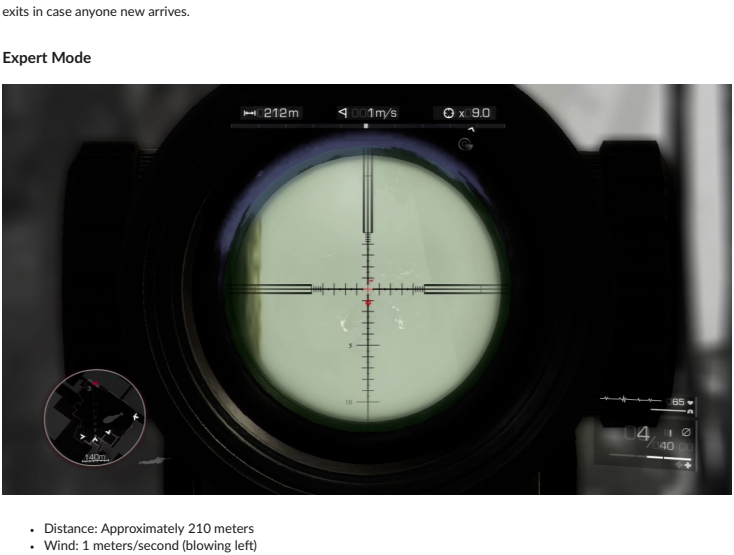
Even prone in the cover of the stairwell, you can be hit. Enemies will come in with guns blazing. When you're low on health, use a medkit to jump back to full.





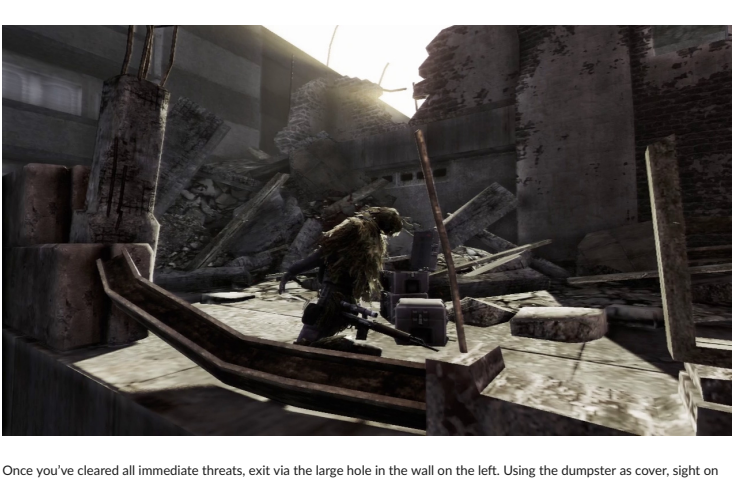
As you whittle down the enemy reinforcements, inch out and search for new targets through the debris. Keep one eye on the exits in case anyone new arrives.

Expert Mode



- Distance: Approximately 210 meters
- Wind: 1 meters/second (blowing left)
- Magnification: 9x

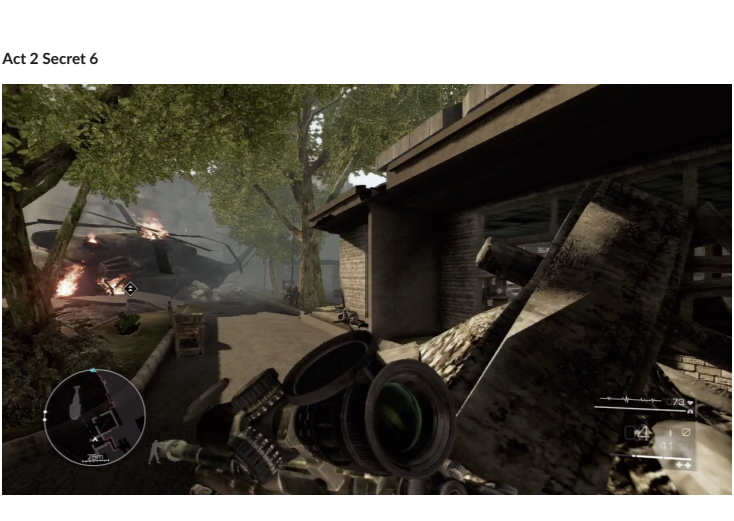
As with your last long-range shot, wind is not a factor. Gravity will tug your bullet down below the first reticle line. Aim for the head or high torso to ensure a kill.

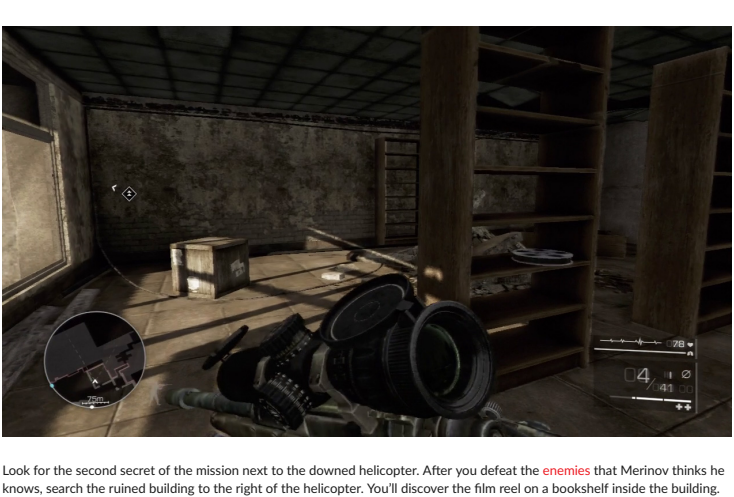


Once you've cleared all immediate threats, exit via the large hole in the wall on the left. Using the dumpster as cover, sight on the enemy sniper in the distance.

One very long-range shot through the smoke and haze will bring him down if you account for gravity pulling down your bullet.

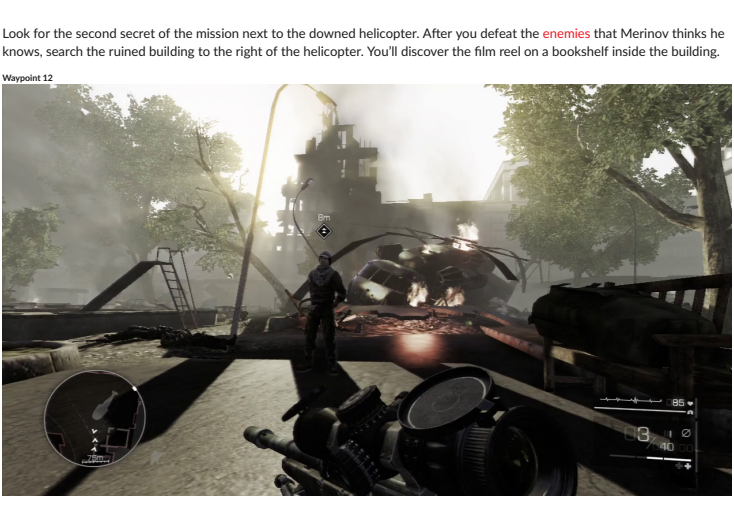
Act 2 Secret 6

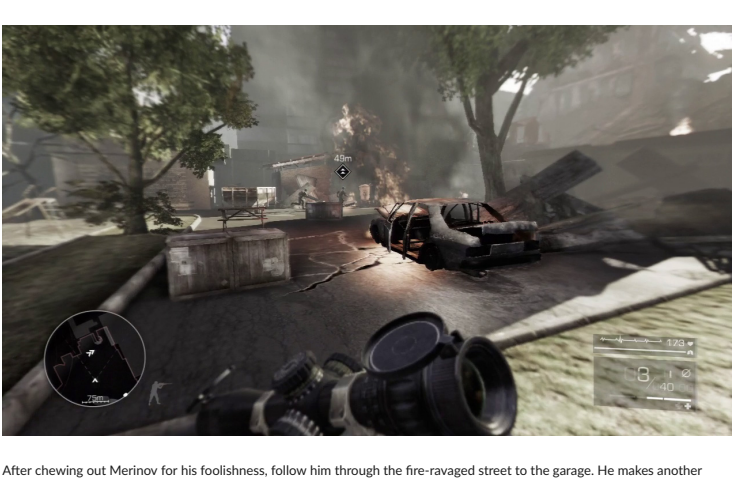




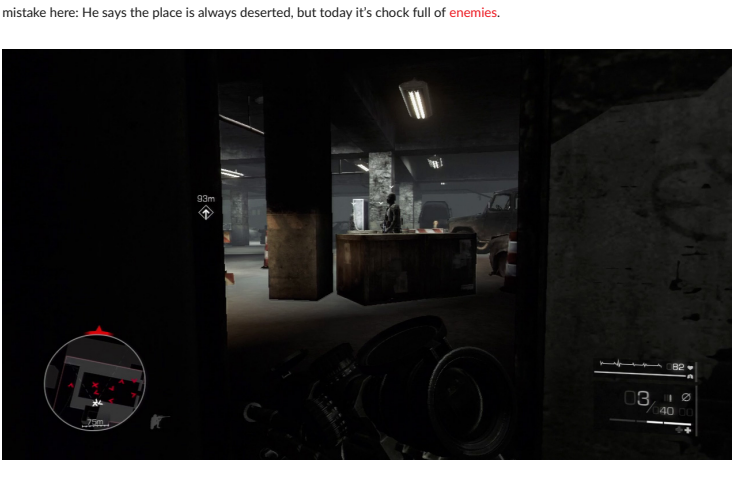
Look for the second secret of the mission next to the downed helicopter. After you defeat the enemies that Merinov thinks he knows, search the ruined building to the right of the helicopter. You'll discover the film reel on a bookshelf inside the building.

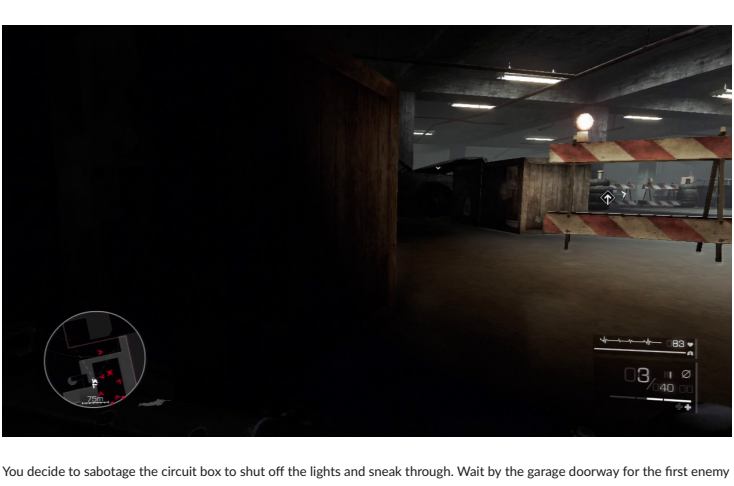
Waypoint 12





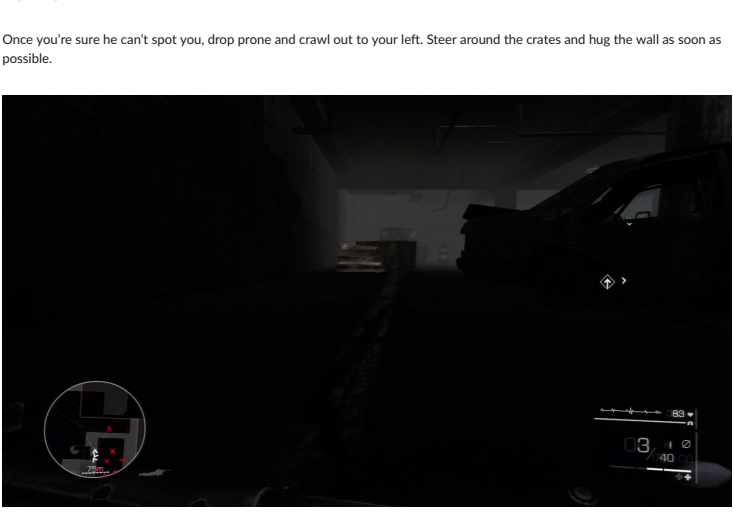
After chewing out Merinov for his foolishness, follow him through the fire-ravaged street to the garage. He makes another mistake here: He says the place is always deserted, but today it's chock full of enemies.

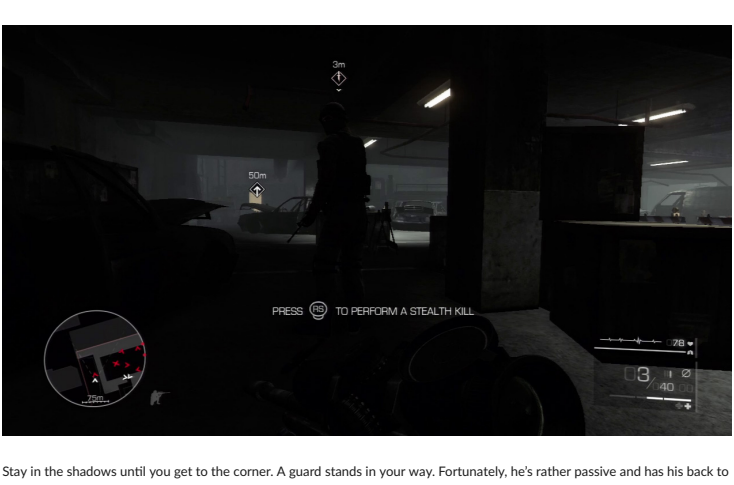




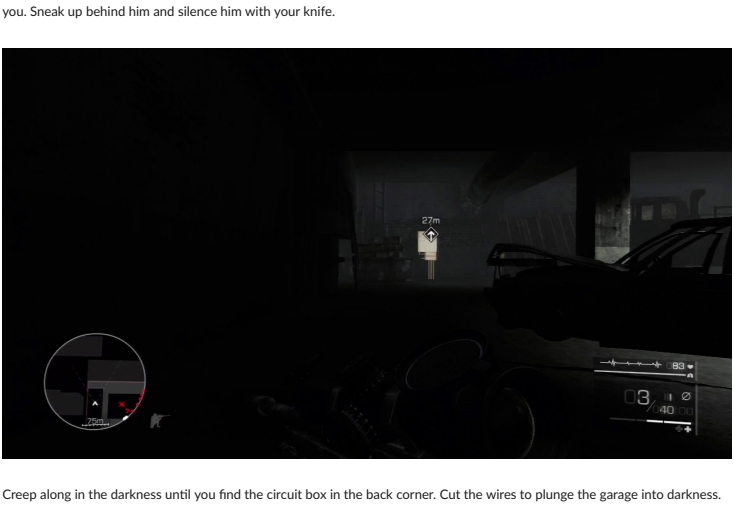
You decide to sabotage the circuit box to shut off the lights and sneak through. Wait by the garage doorway for the first enemy to pass by.

Once you're sure he can't spot you, drop prone and crawl out to your left. Steer around the crates and hug the wall as soon as possible.



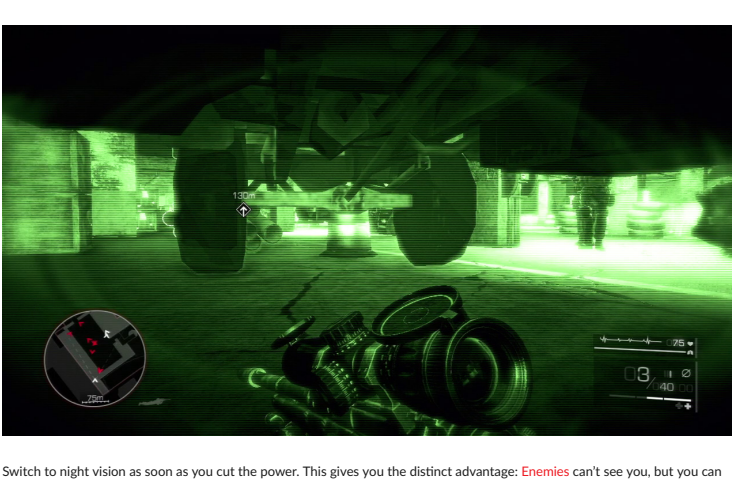


Stay in the shadows until you get to the corner. A guard stands in your way. Fortunately, he's rather passive and has his back to you. Sneak up behind him and silence him with your knife.

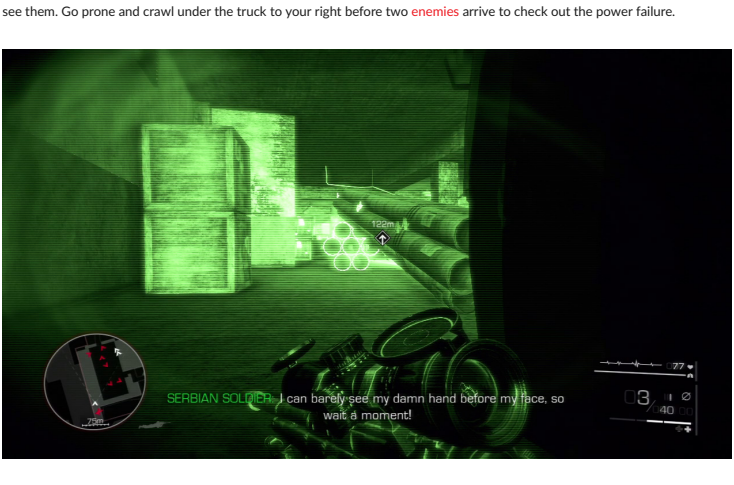


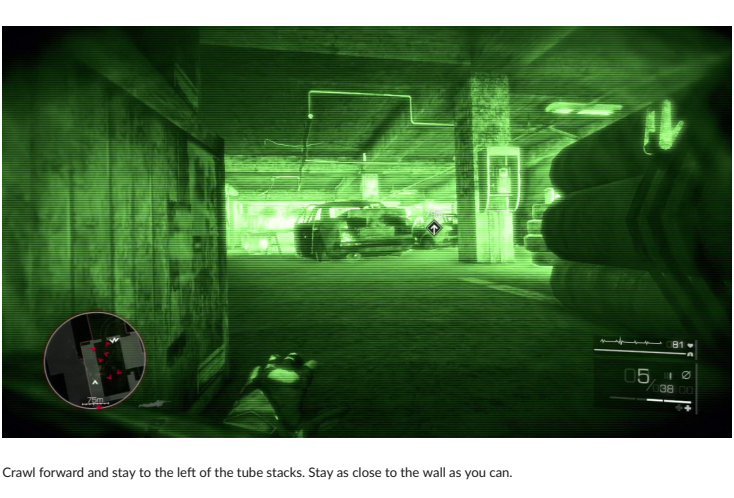
Creep along in the darkness until you find the circuit box in the back corner. Cut the wires to plunge the garage into darkness.

SABOTAGE THE BREAKER BOX UNDETECTED
COMPLETED

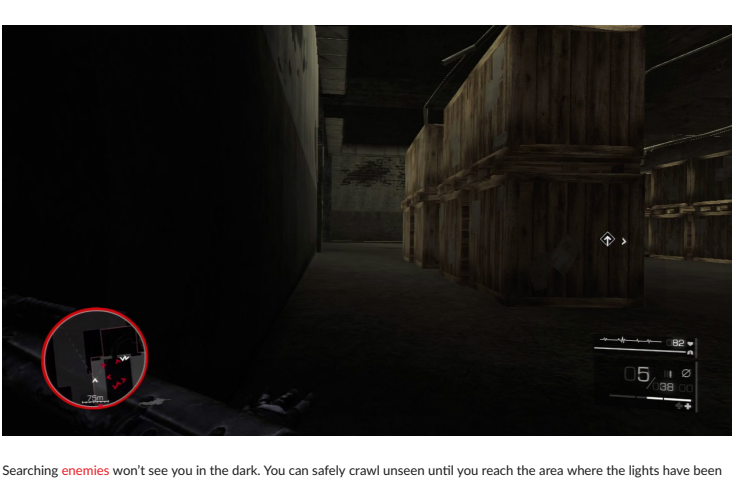


Switch to night vision as soon as you cut the power. This gives you the distinct advantage: Enemies can't see you, but you can see them. Go prone and crawl under the truck to your right before two enemies arrive to check out the power failure.

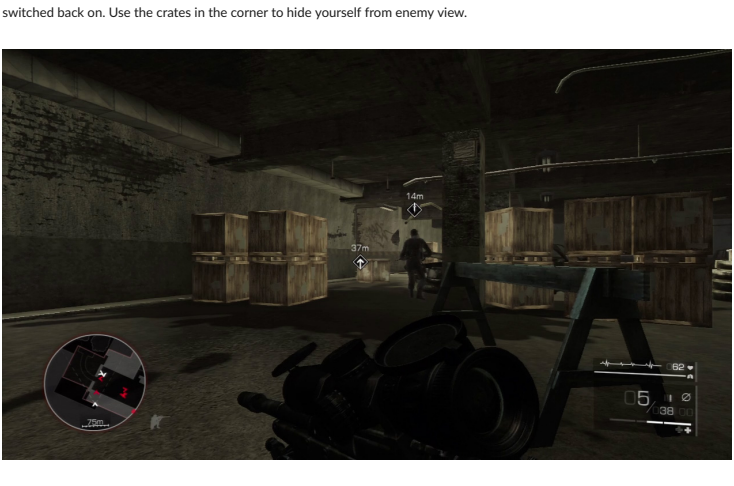

SERBIAN SOLDIER: I can hardly see my damn hand before my face, so wait a moment!

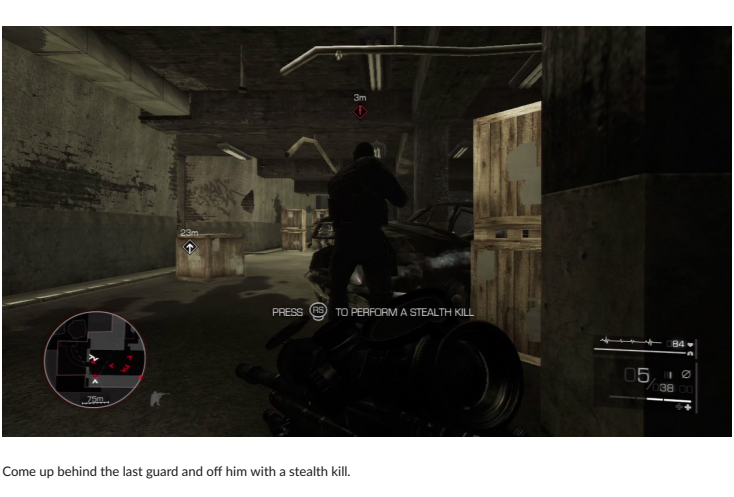


Crawl forward and stay to the left of the tube stacks. Stay as close to the wall as you can.



Searching enemies won't see you in the dark. You can safely crawl unseen until you reach the area where the lights have been switched back on. Use the crates in the corner to hide yourself from enemy view.





Come up behind the last guard and off him with a stealth kill.

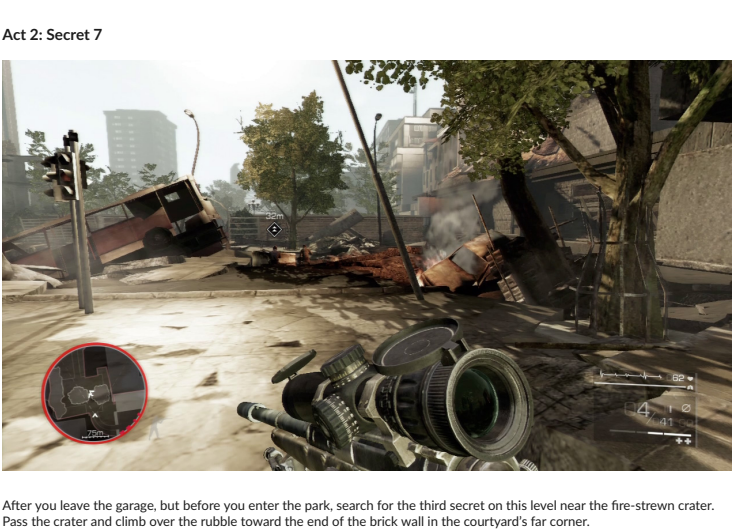
NEW OBJECTIVE
ESCAPE THE GARAGE

Maddox leads Merinov out of their hiding spot. He will kill the guard near the exit ramp right after you stealth kill your guard. As soon as you see him do this, sprint for the ramp. Keep running up the ramp and to safety.

Tip

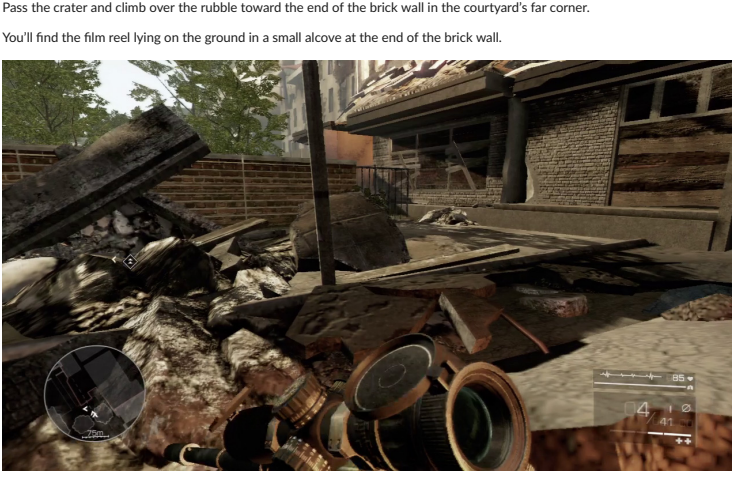
You don't have to fight any of the enemies as you leave the garage. Running away in this case is the best strategy.

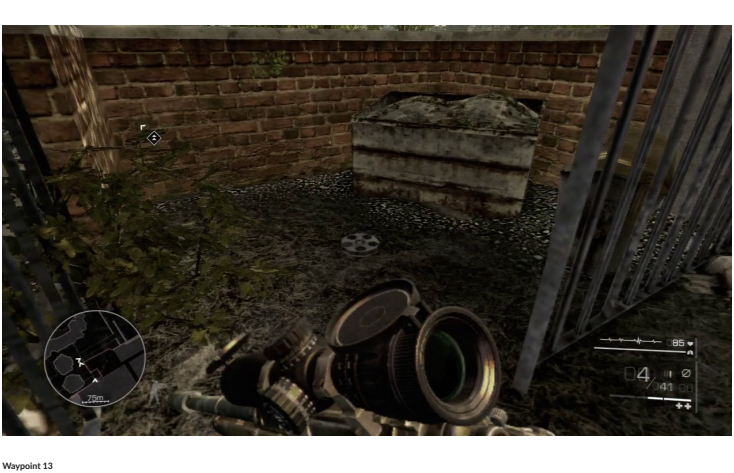
Act 2: Secret 7



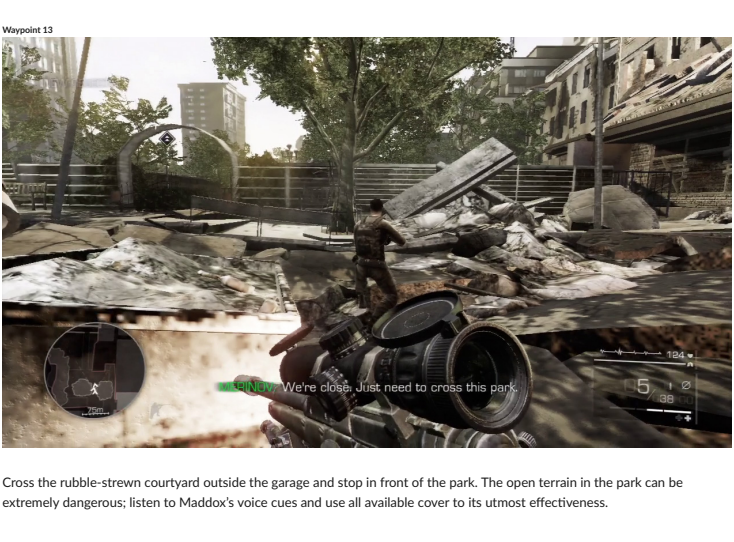
After you leave the garage, but before you enter the park, search for the third secret on this level near the fire-strewn crater. Pass the crater and climb over the rubble toward the end of the brick wall in the courtyard's far corner.

You'll find the film reel lying on the ground in a small alcove at the end of the brick wall.



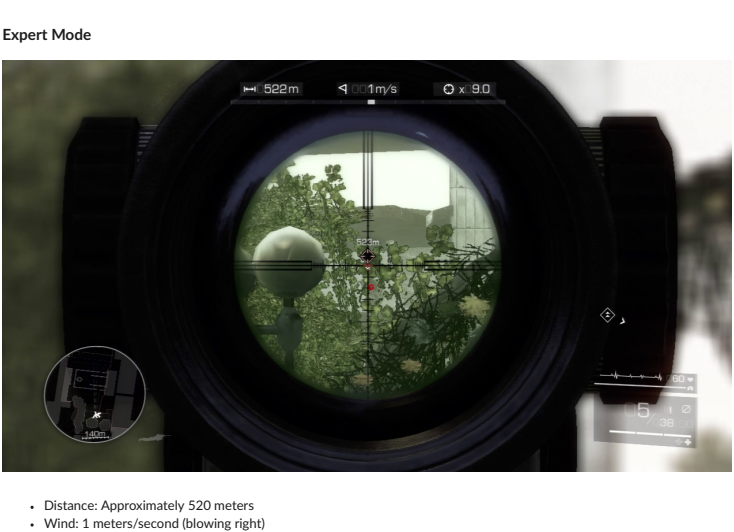


Waypoint 13



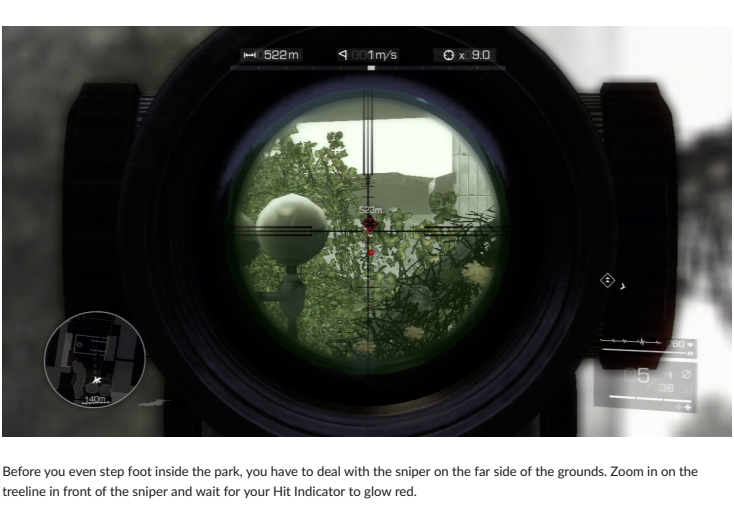
Cross the rubble-strewn courtyard outside the garage and stop in front of the park. The open terrain in the park can be extremely dangerous; listen to Maddox's voice cues and use all available cover to its utmost effectiveness.

Expert Mode



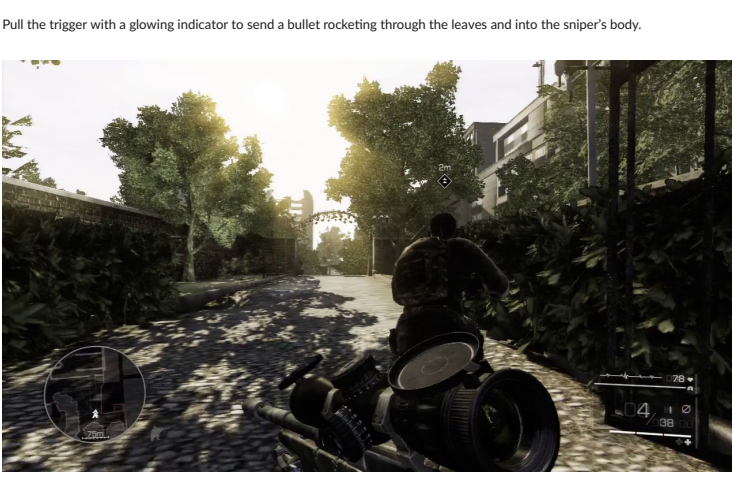
- Distance: Approximately 520 meters
- Wind: 1 meters/second (blowing right)
- Magnification: 9x

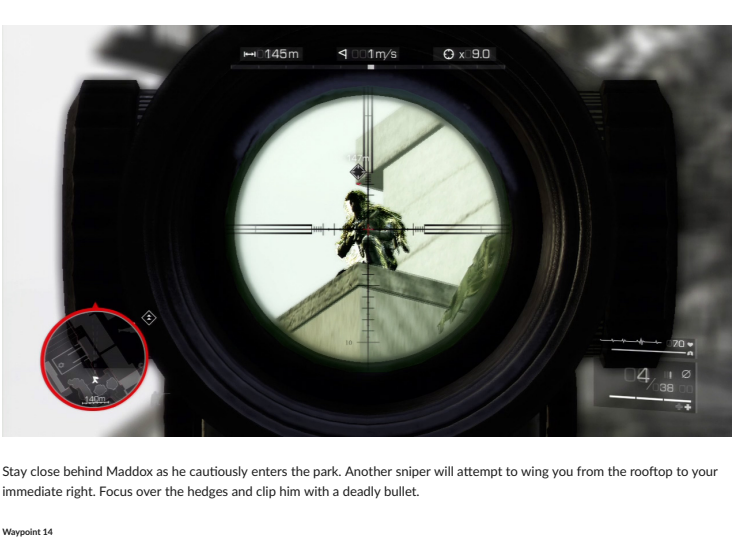
This is a difficult shot because of the foliage obstructing your view. You will have to shoot blind through the trees. With little wind, your bullet won't stray left or right. Keep the shot centered and adjust for gravity, which will lower the bullet down to around the second reticle line.



Before you even step foot inside the park, you have to deal with the sniper on the far side of the grounds. Zoom in on the treeline in front of the sniper and wait for your Hit Indicator to glow red.

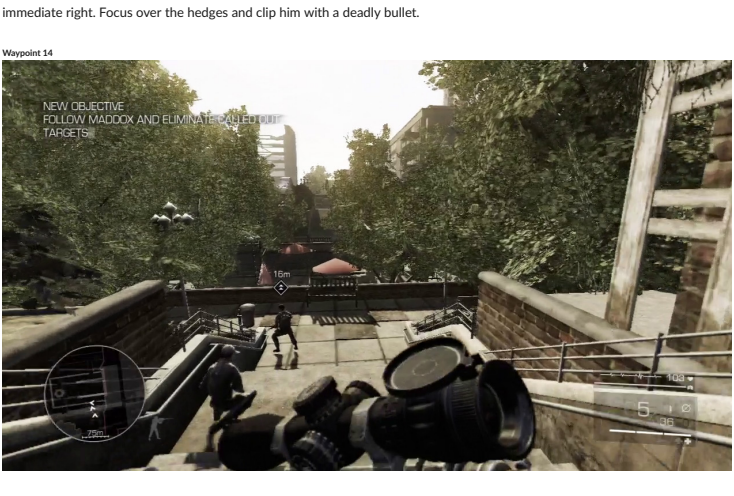
Pull the trigger with a glowing indicator to send a bullet rocketing through the leaves and into the sniper's body.

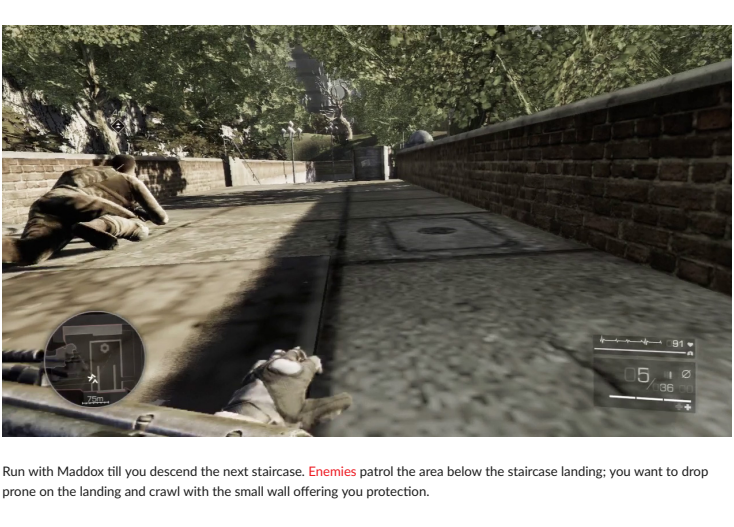




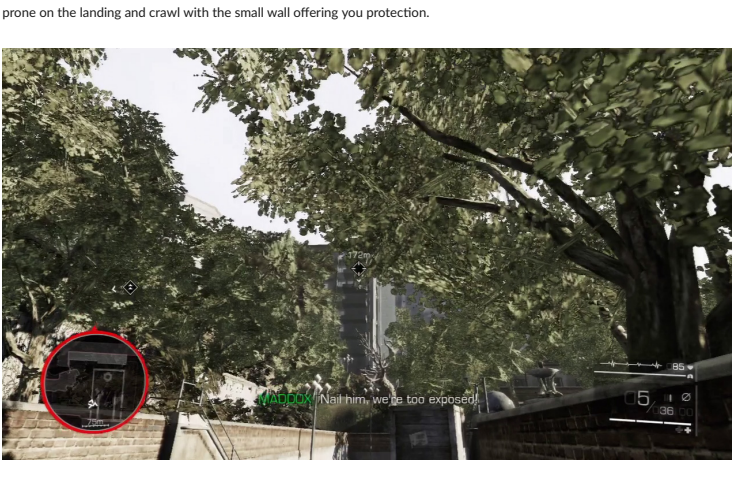
Stay close behind Maddox as he cautiously enters the park. Another sniper will attempt to wing you from the rooftop to your immediate right. Focus over the hedges and clip him with a deadly bullet.

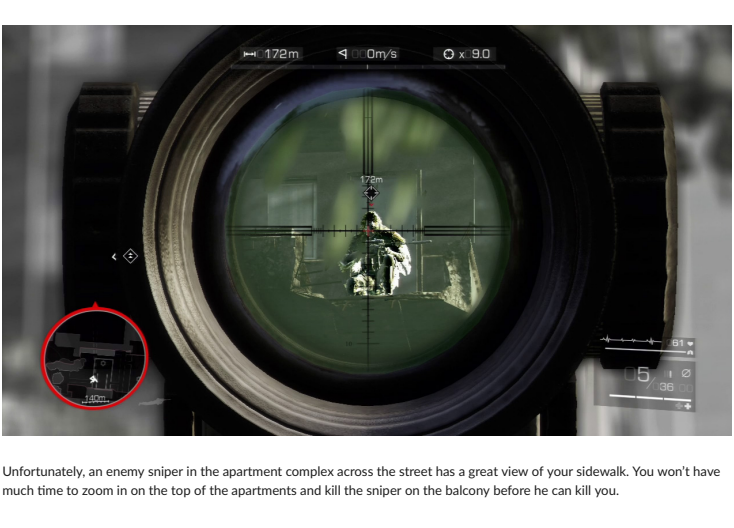
Waypoint 14



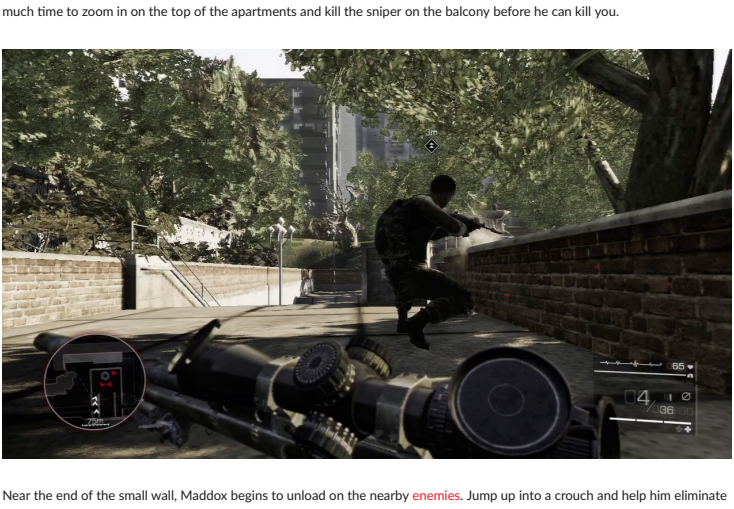


Run with Maddox till you descend the next staircase. Enemies patrol the area below the staircase landing; you want to drop prone on the landing and crawl with the small wall offering you protection.





Unfortunately, an enemy sniper in the apartment complex across the street has a great view of your sidewalk. You won't have much time to zoom in on the top of the apartments and kill the sniper on the balcony before he can kill you.

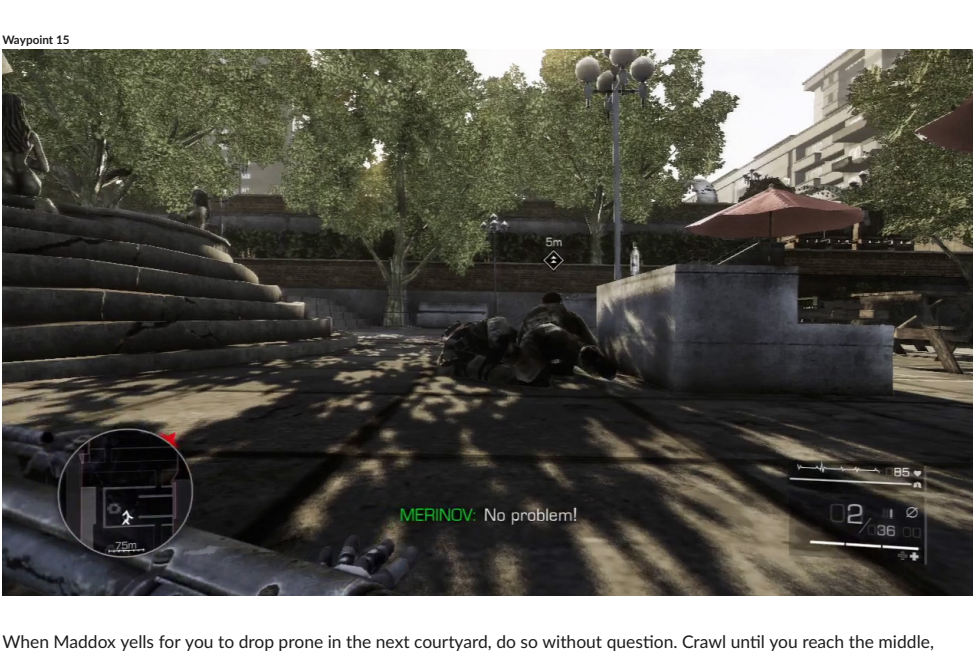


Near the end of the small wall, Maddox begins to unload on the nearby enemies. Jump up into a crouch and help him eliminate the enemy trio before leaving your cover spot.

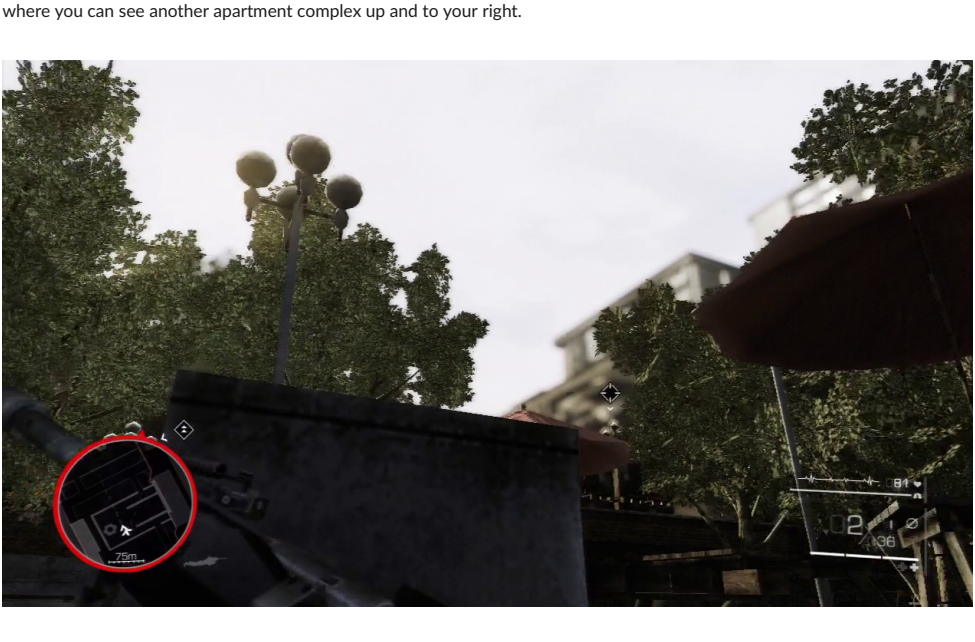
Mission 5: And Justice for All

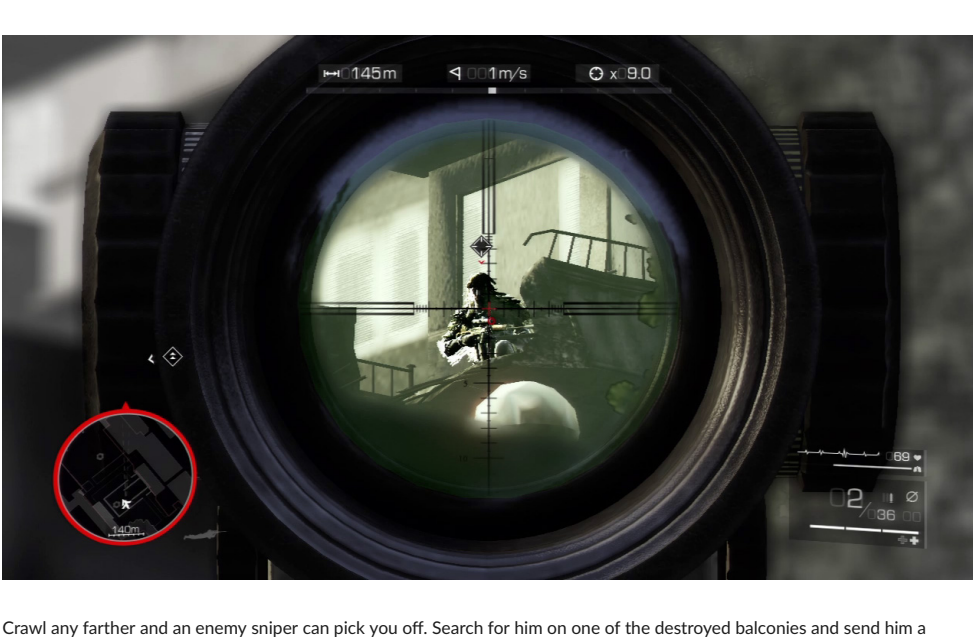
5.4 Waypoints 15-22

Waypoint 15



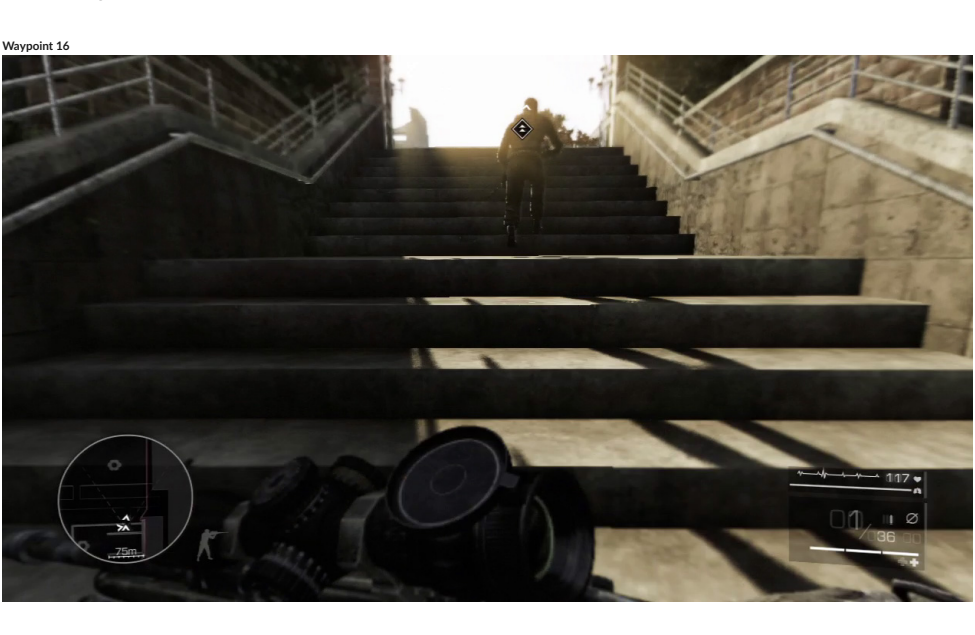
When Maddox yells for you to drop prone in the next courtyard, do so without question. Crawl until you reach the middle, where you can see another apartment complex up and to your right.

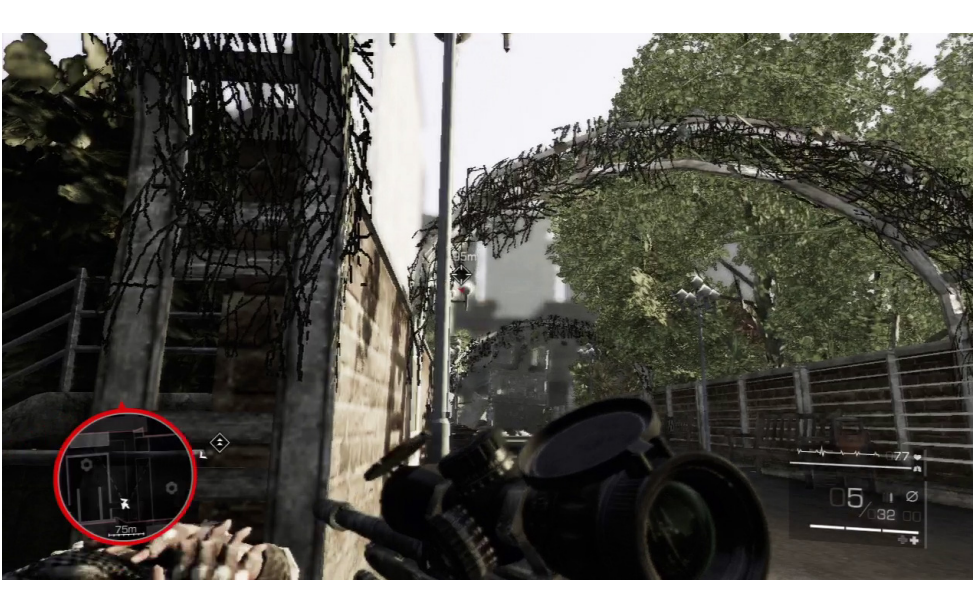


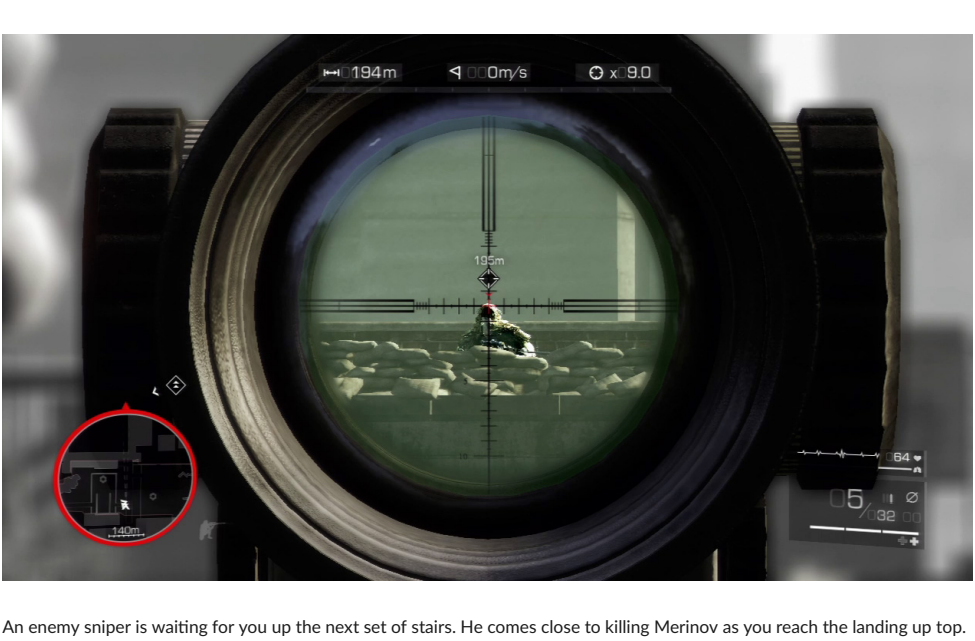


Crawl any farther and an enemy sniper can pick you off. Search for him on one of the destroyed balconies and send him a lethal message, special delivery, via your sniper bullet.

Waypoint 16



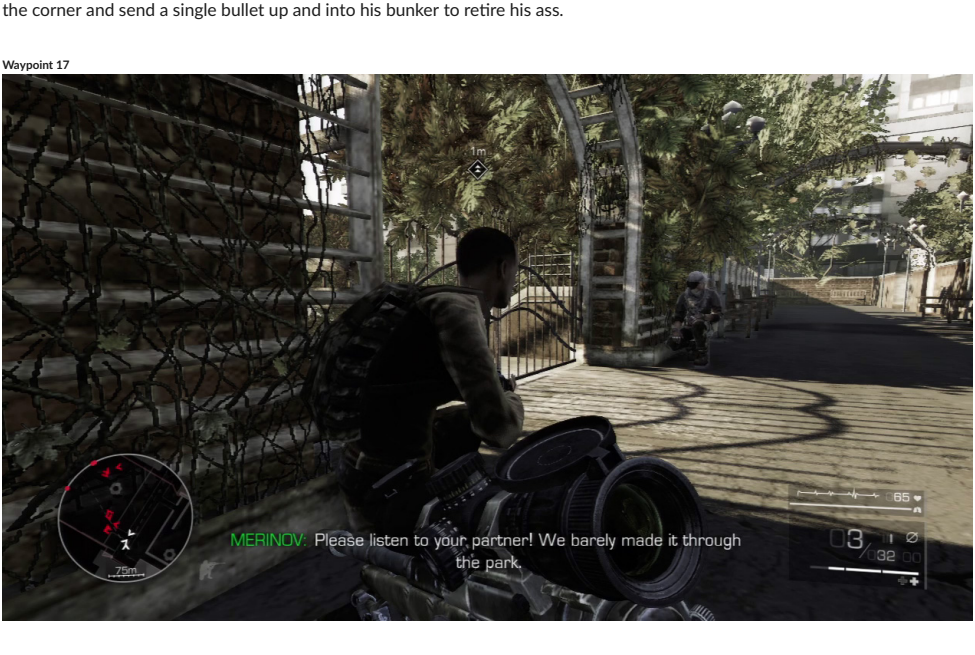


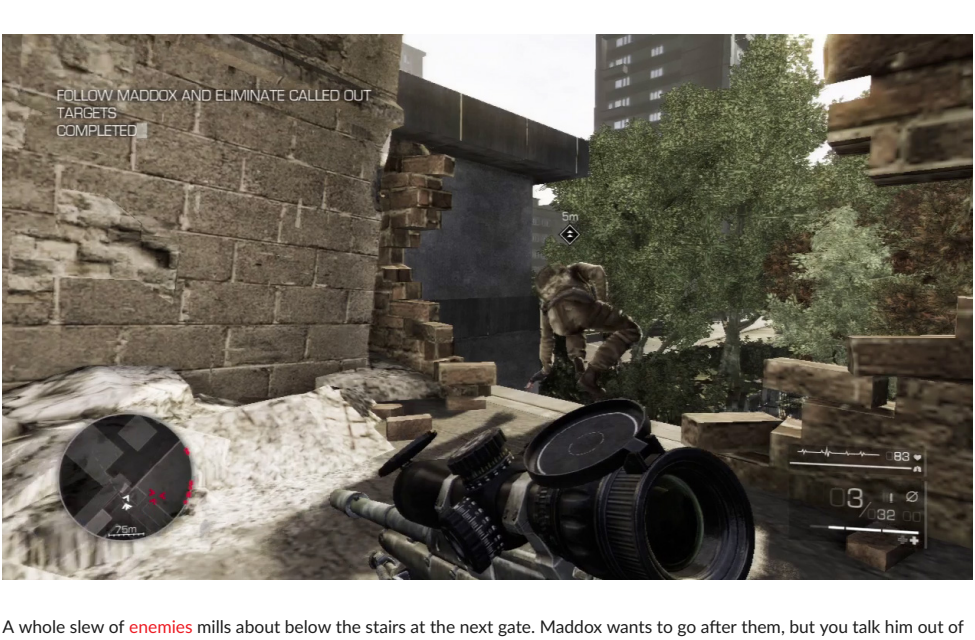


An enemy sniper is waiting for you up the next set of stairs. He comes close to killing Merinov as you reach the landing up top.

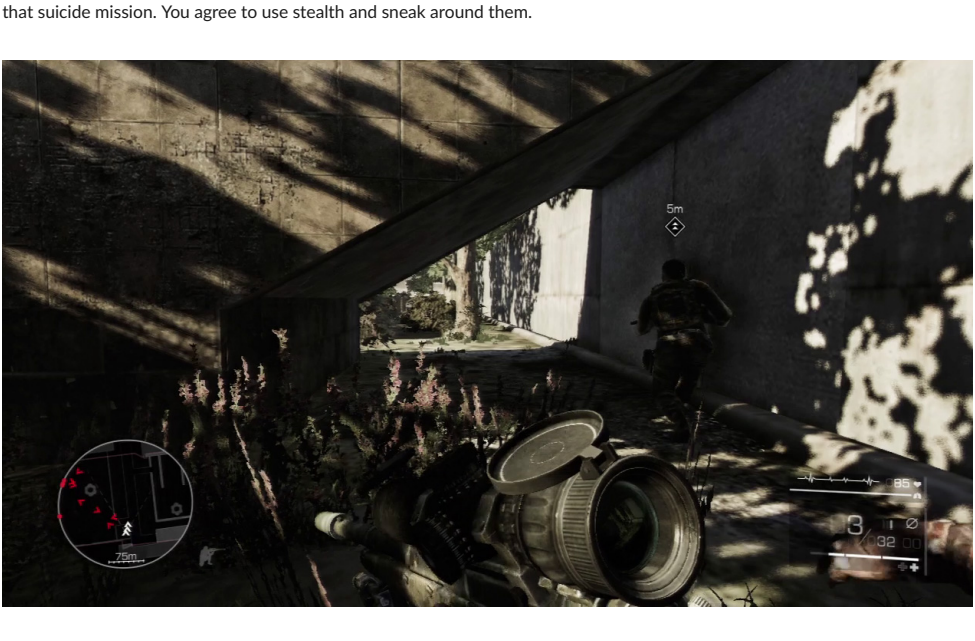
Let that shot serve as a warning and immediately lock on to his position left of the corner and across the street. Inch out from the corner and send a single bullet up and into his bunker to retire his ass.

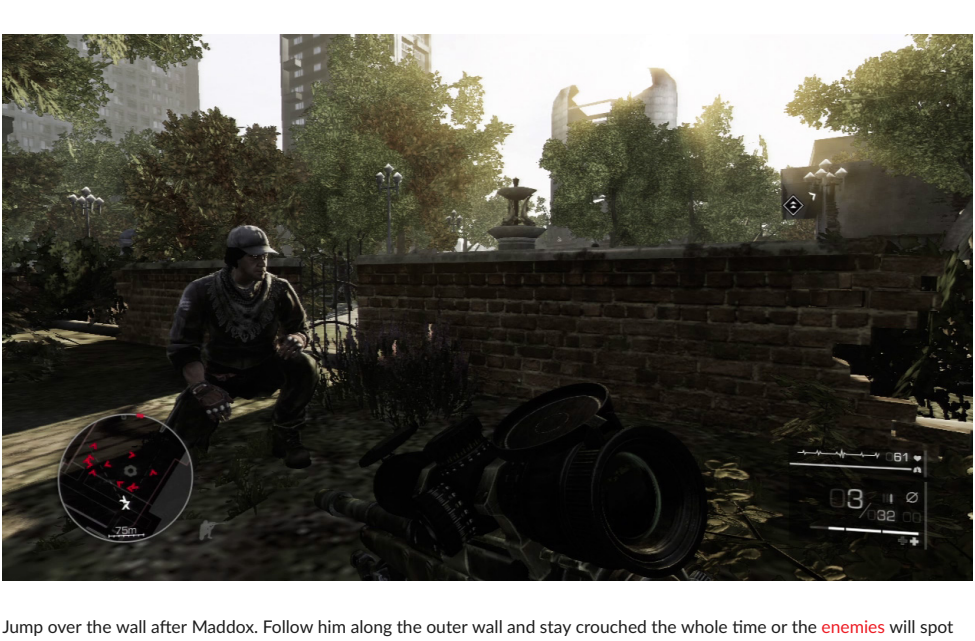
Waypoint 17


MERINOV: Please listen to your partner! We barely made it through the park.



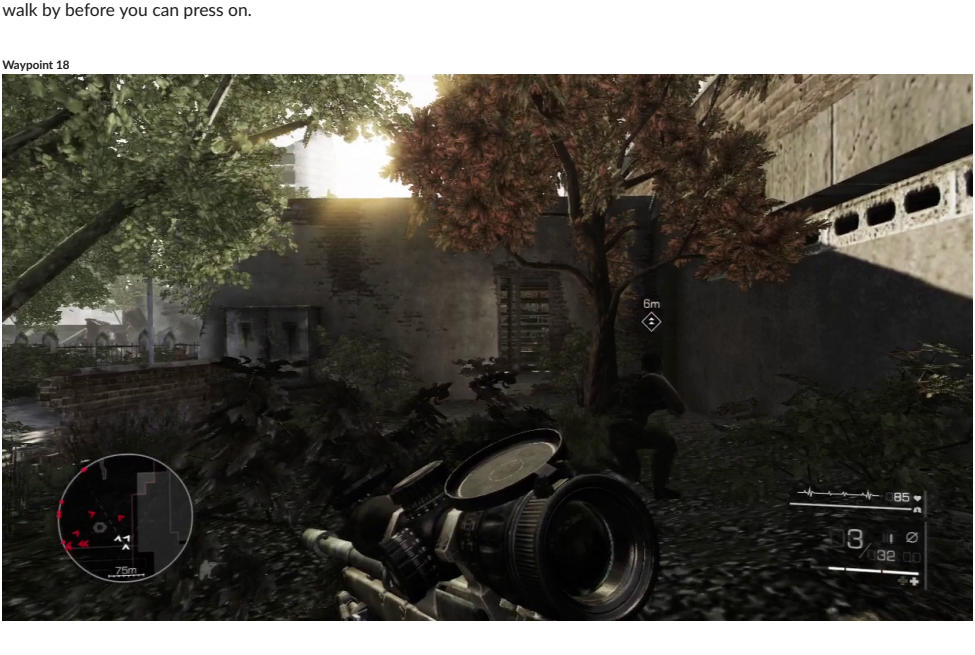
A whole slew of enemies mills about below the stairs at the next gate. Maddox wants to go after them, but you talk him out of that suicide mission. You agree to use stealth and sneak around them.

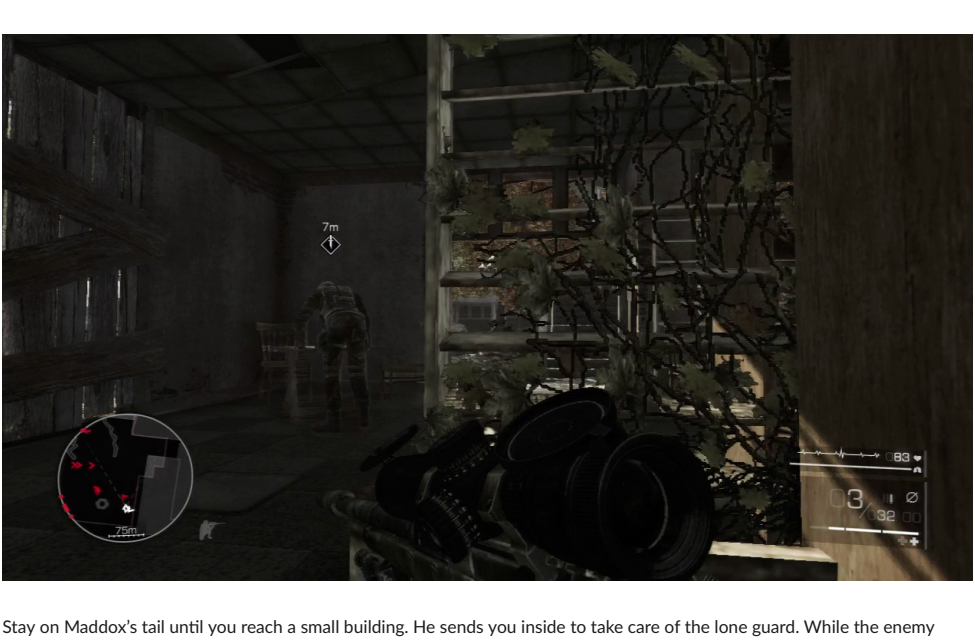




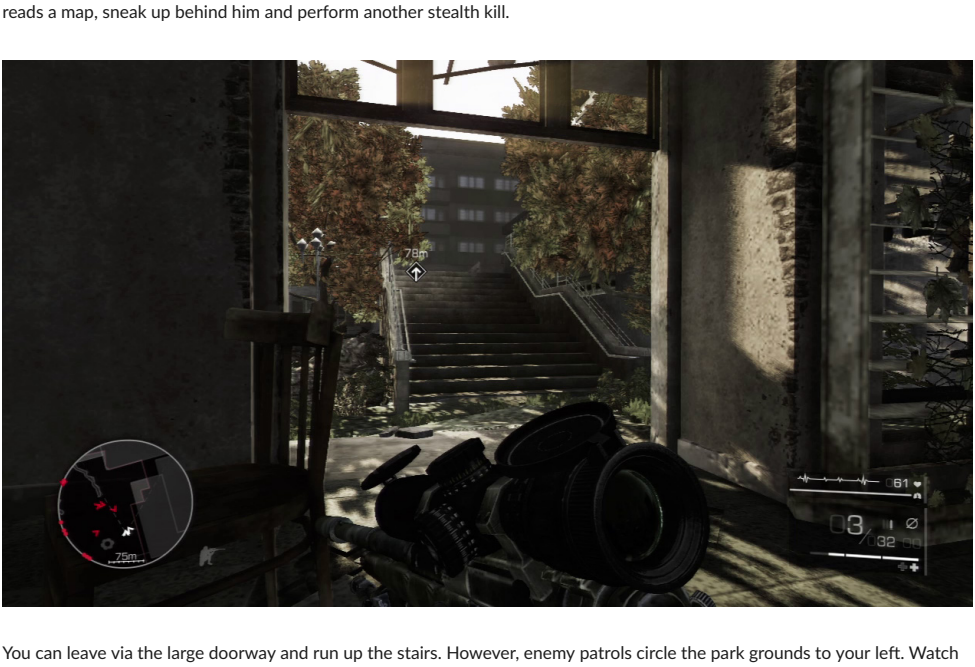
Jump over the wall after Maddox. Follow him along the outer wall and stay crouched the whole time or the enemies will spot you over the wall on your left. When you reach the far corner, pause when Maddox does. You must wait for a circling patrol to walk by before you can press on.

Waypoint 18





Stay on Maddox's tail until you reach a small building. He sends you inside to take care of the lone guard. While the enemy reads a map, sneak up behind him and perform another stealth kill.

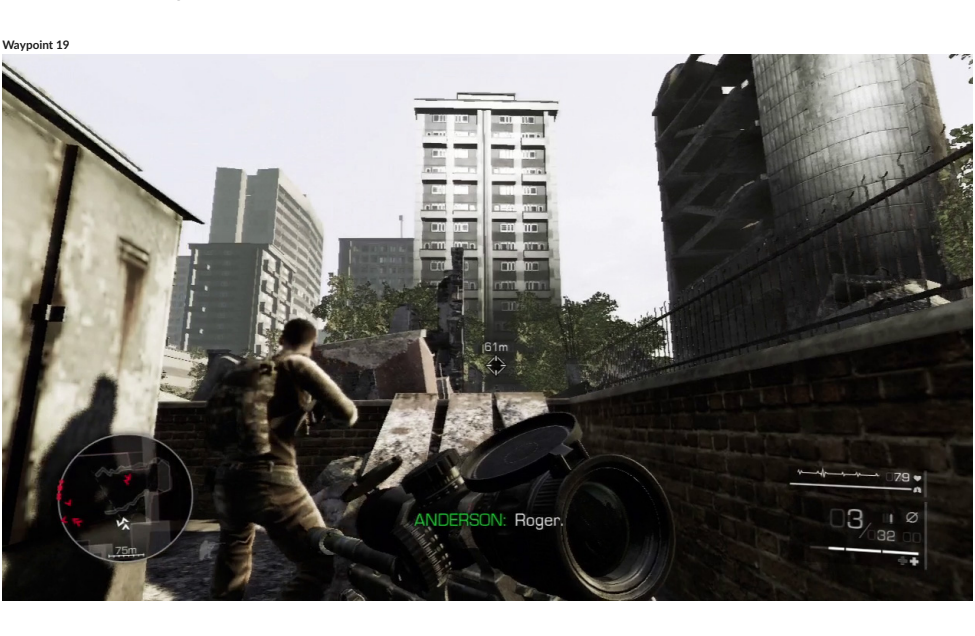


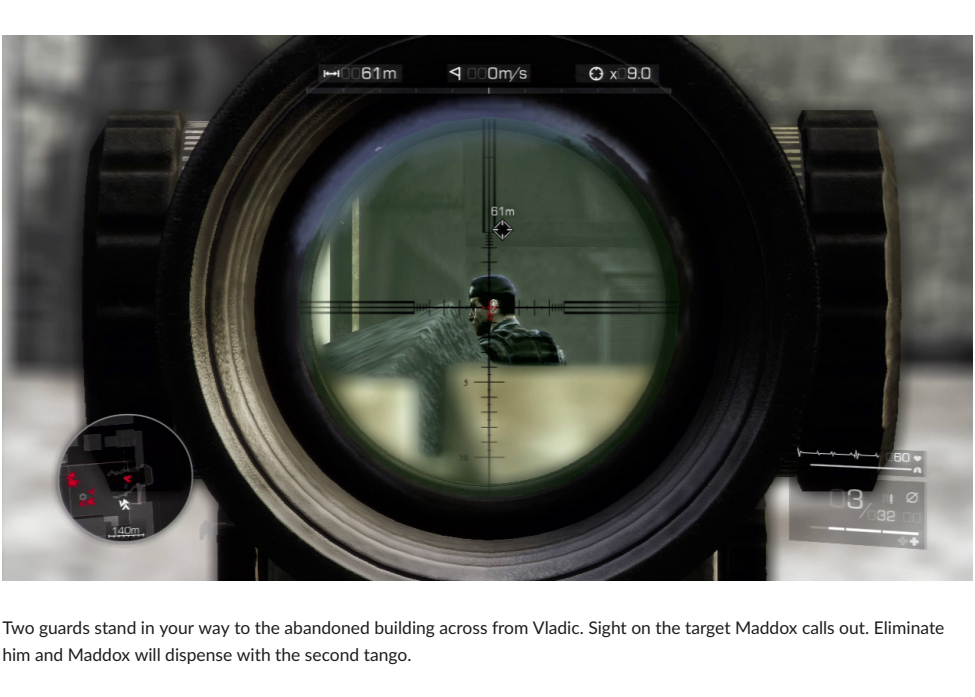
You can leave via the large doorway and run up the stairs. However, enemy patrols circle the park grounds to your left. Watch your minimap for enemy facings.

If an enemy patrol is heading your way and looking at the stairs, don't exit the building.

Once they turn and begin to leave the area—and before the next patrol arrives—sprint up the stairs.

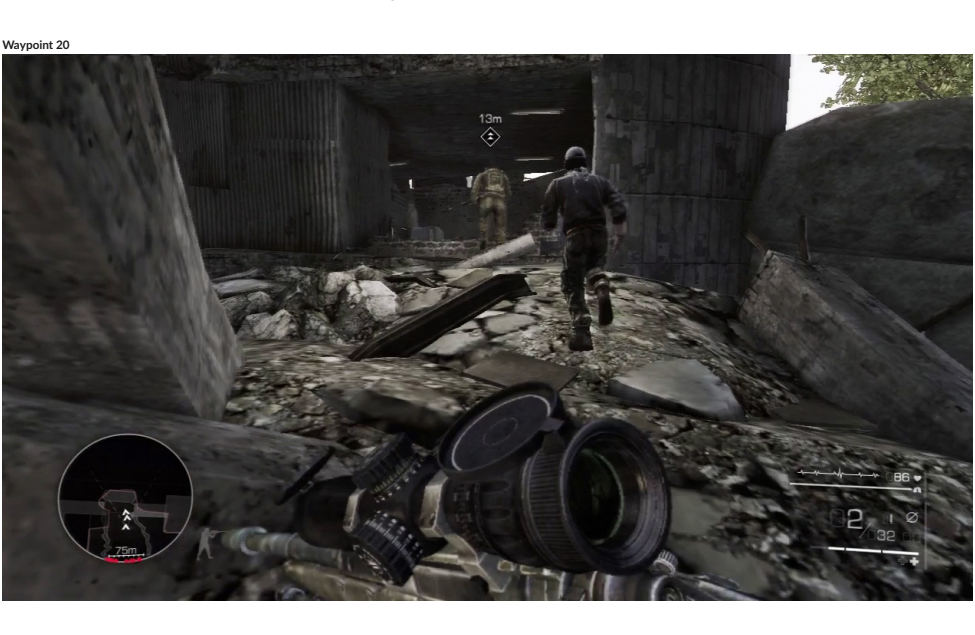
Waypoint 19

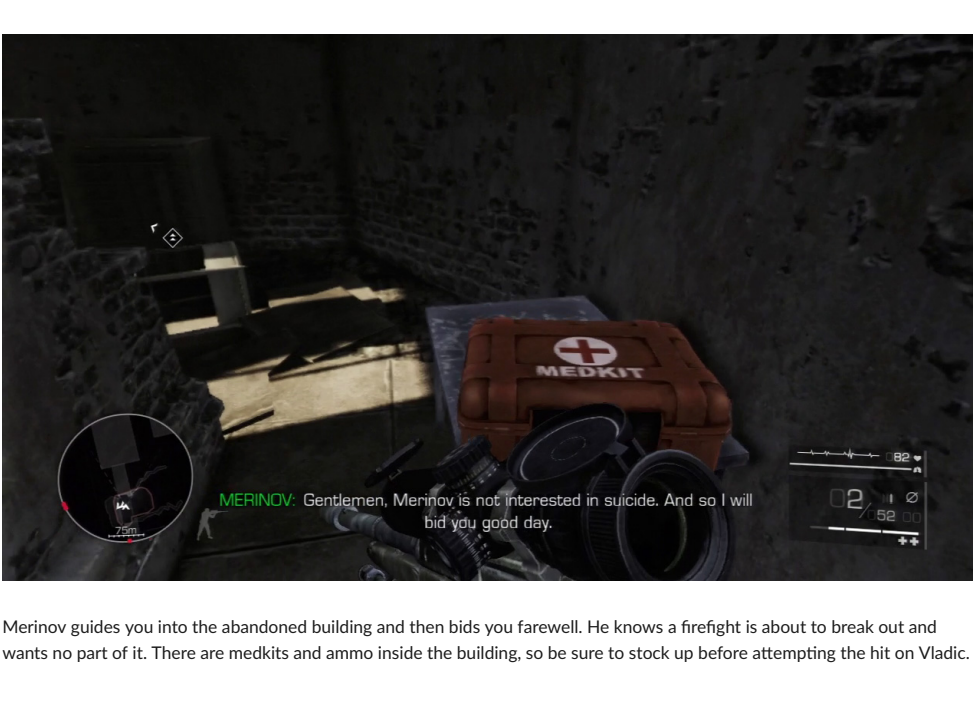




Two guards stand in your way to the abandoned building across from Vladic. Sight on the target Maddox calls out. Eliminate him and Maddox will dispense with the second tango.

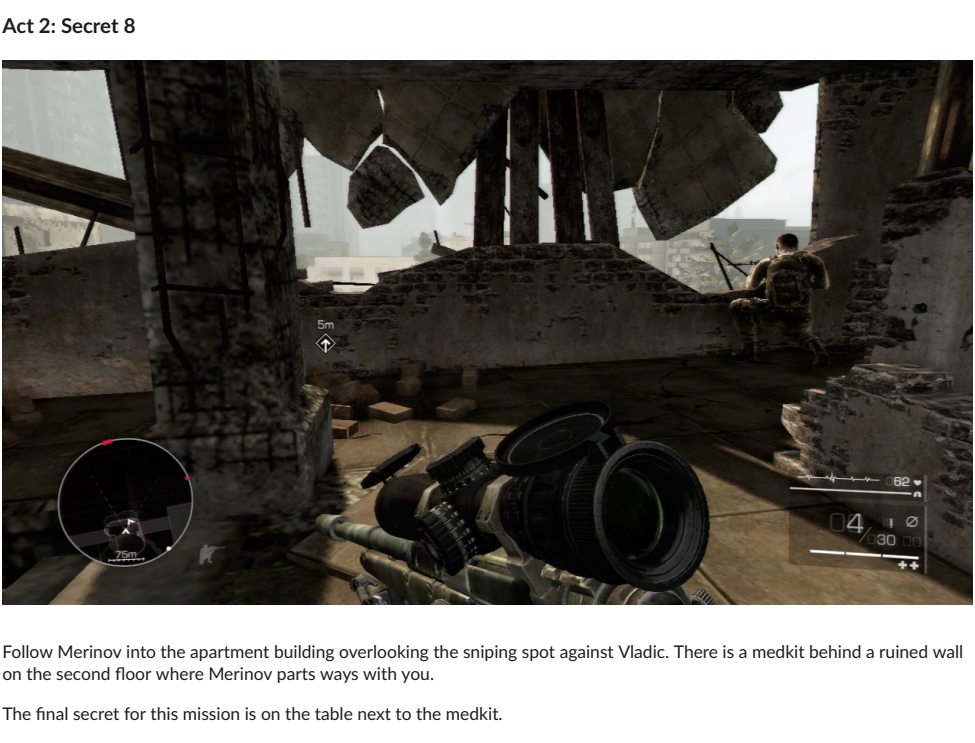
Waypoint 20




MEDKIT
MERINOV: Gentlemen, Merinov is not interested in suicide. And so I will bid you good day.

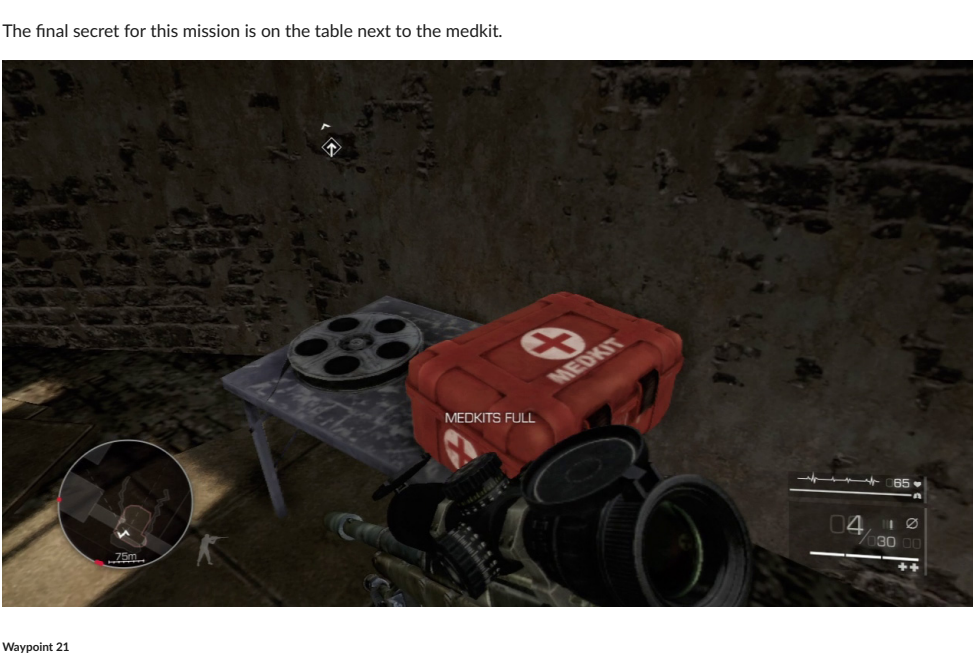
Merinov guides you into the abandoned building and then bids you farewell. He knows a firefight is about to break out and wants no part of it. There are medkits and ammo inside the building, so be sure to stock up before attempting the hit on Vladic.

Act 2: Secret 8

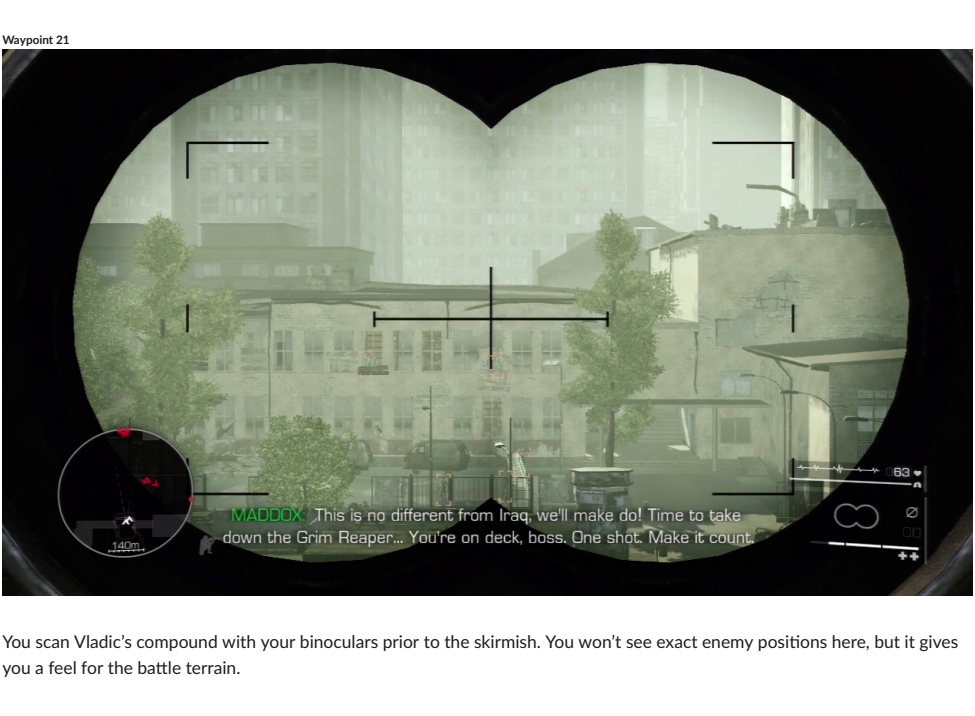


Follow Merinov into the apartment building overlooking the sniping spot against Vladic. There is a medkit behind a ruined wall on the second floor where Merinov parts ways with you.

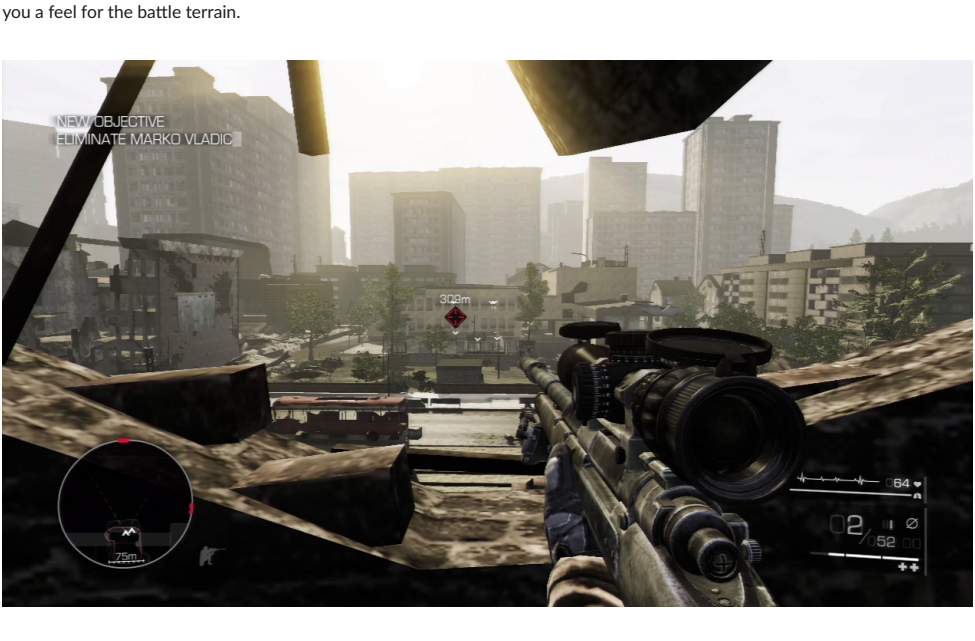
The final secret for this mission is on the table next to the medkit.

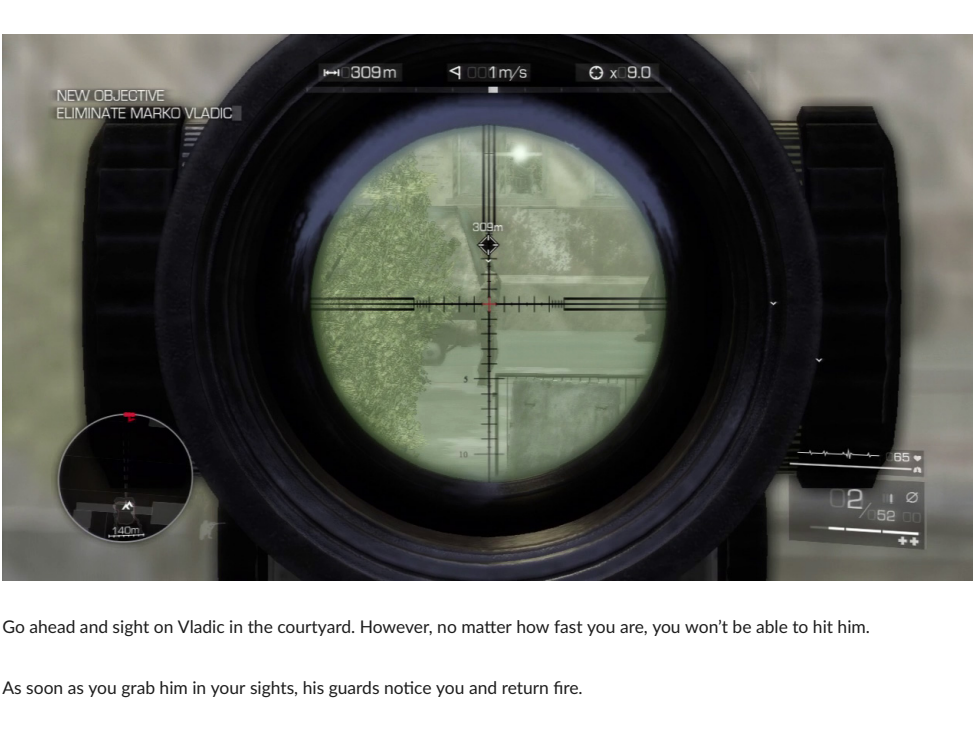


Waypoint 21



You scan Vladic's compound with your binoculars prior to the skirmish. You won't see exact enemy positions here, but it gives you a feel for the battle terrain.

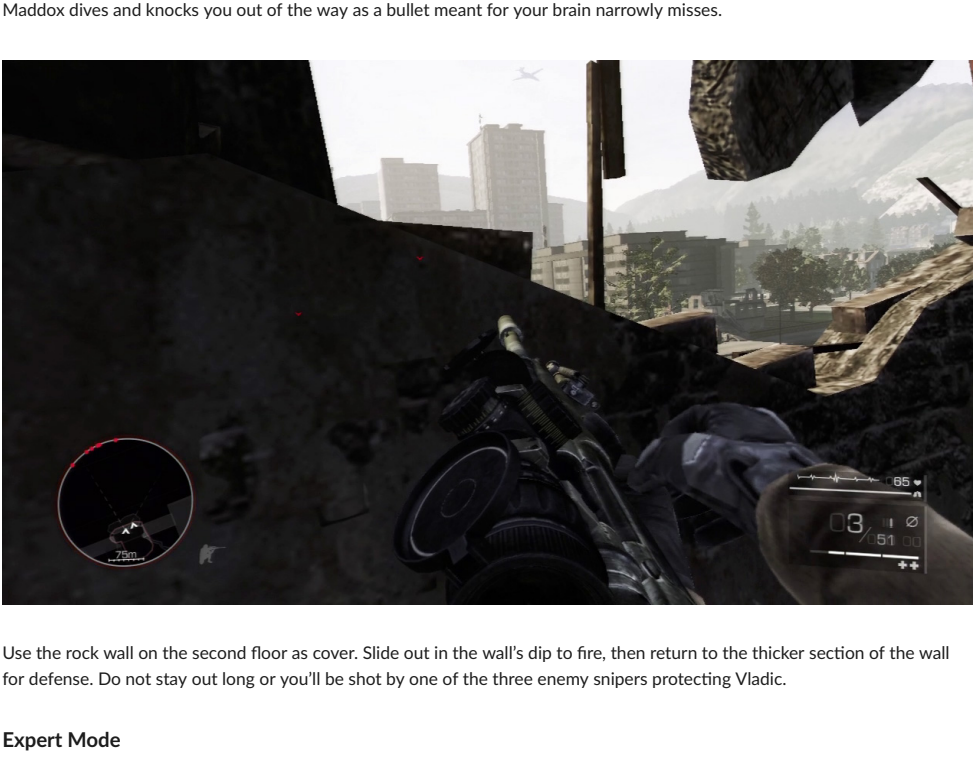




Go ahead and sight on Vladic in the courtyard. However, no matter how fast you are, you won't be able to hit him.

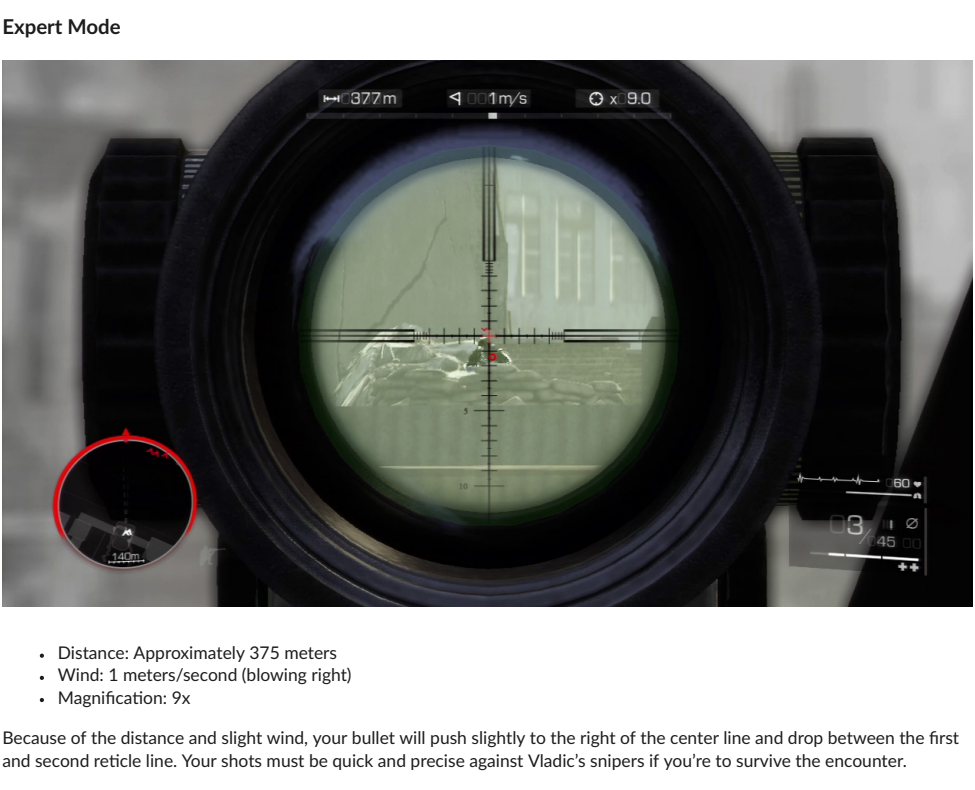
As soon as you grab him in your sights, his guards notice you and return fire.

Maddox dives and knocks you out of the way as a bullet meant for your brain narrowly misses.



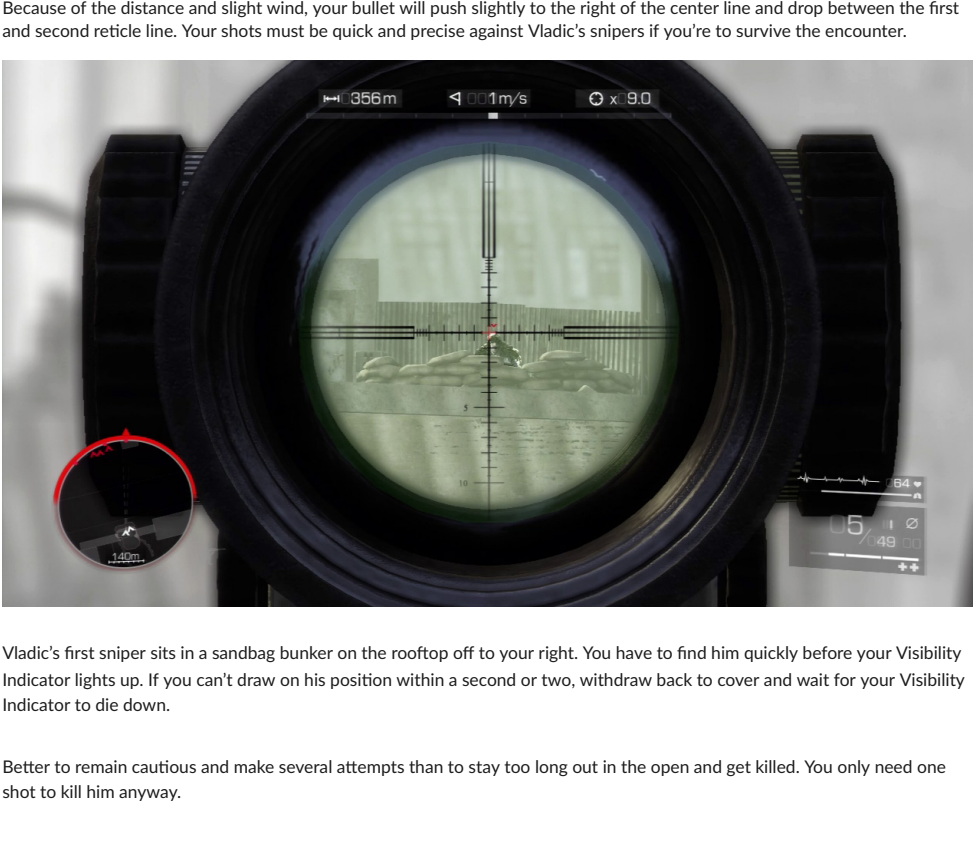
Use the rock wall on the second floor as cover. Slide out in the wall's dip to fire, then return to the thicker section of the wall for defense. Do not stay out long or you'll be shot by one of the three enemy snipers protecting Vladic.

Expert Mode



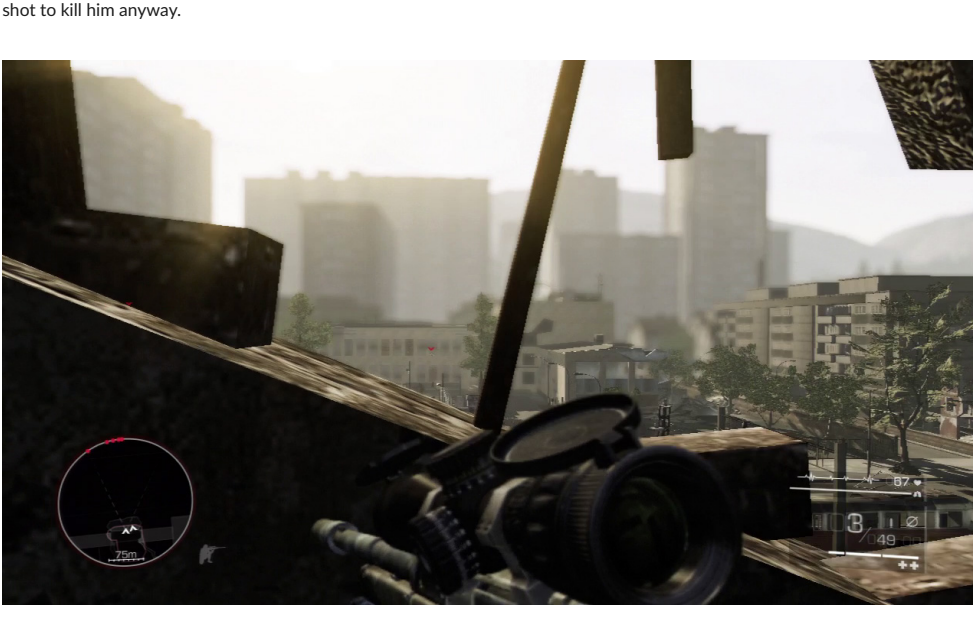
- Distance: Approximately 375 meters
- Wind: 1 meters/second (blowing right)
- Magnification: 9x

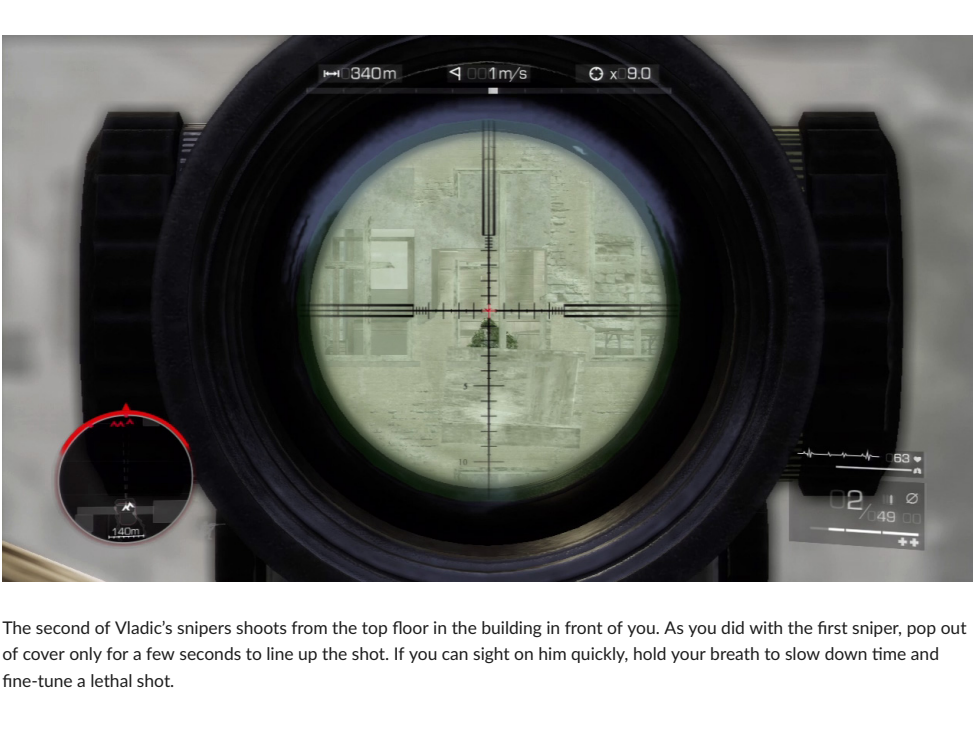
Because of the distance and slight wind, your bullet will push slightly to the right of the center line and drop between the first and second reticle line. Your shots must be quick and precise against Vladic's snipers if you're to survive the encounter.



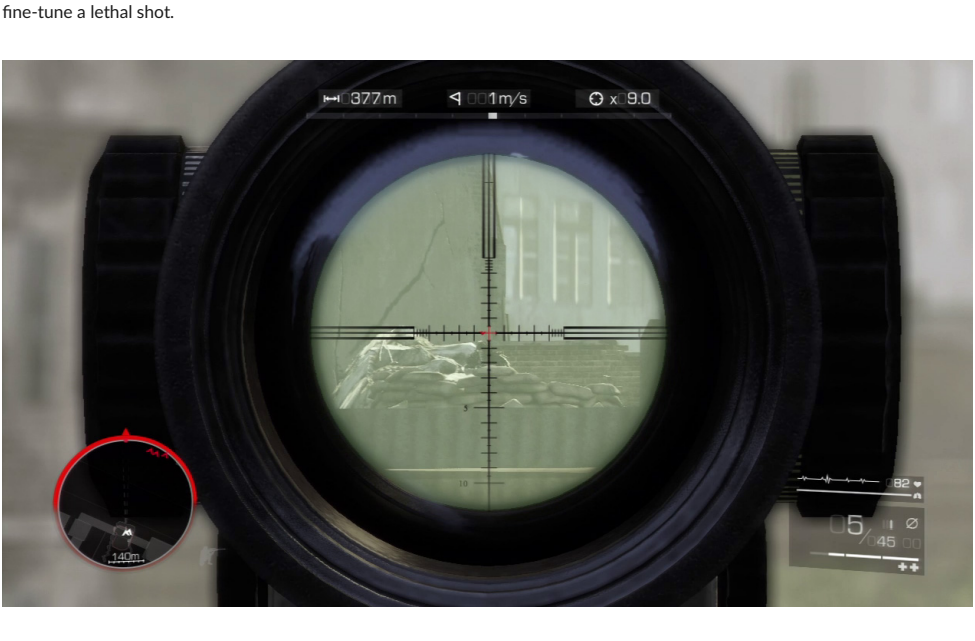
Vladic's first sniper sits in a sandbag bunker on the rooftop off to your right. You have to find him quickly before your Visibility Indicator lights up. If you can't draw on his position within a second or two, withdraw back to cover and wait for your Visibility Indicator to die down.

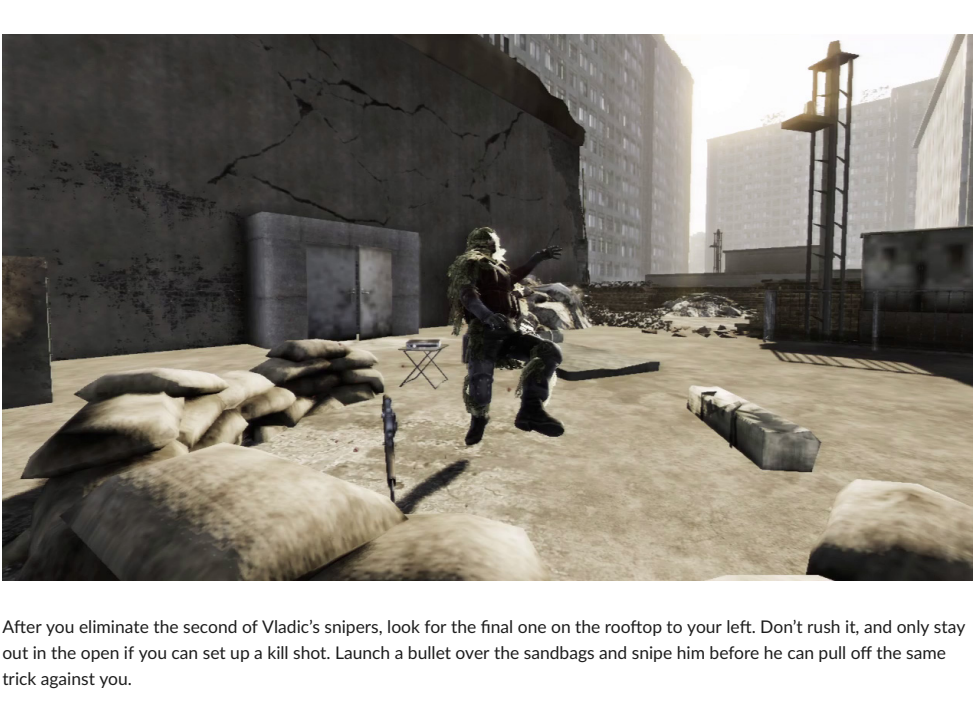
Better to remain cautious and make several attempts than to stay too long out in the open and get killed. You only need one shot to kill him anyway.



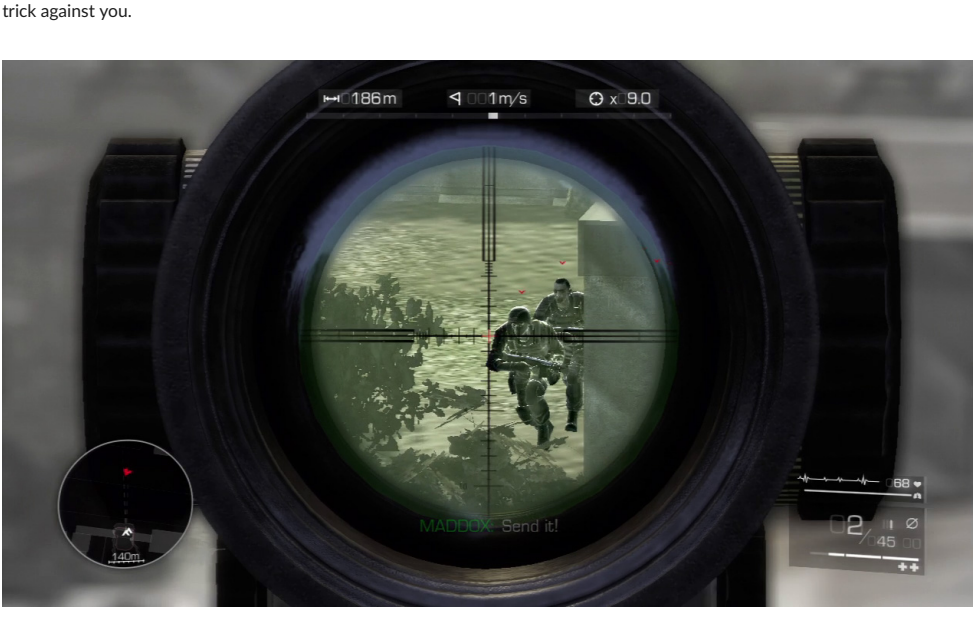


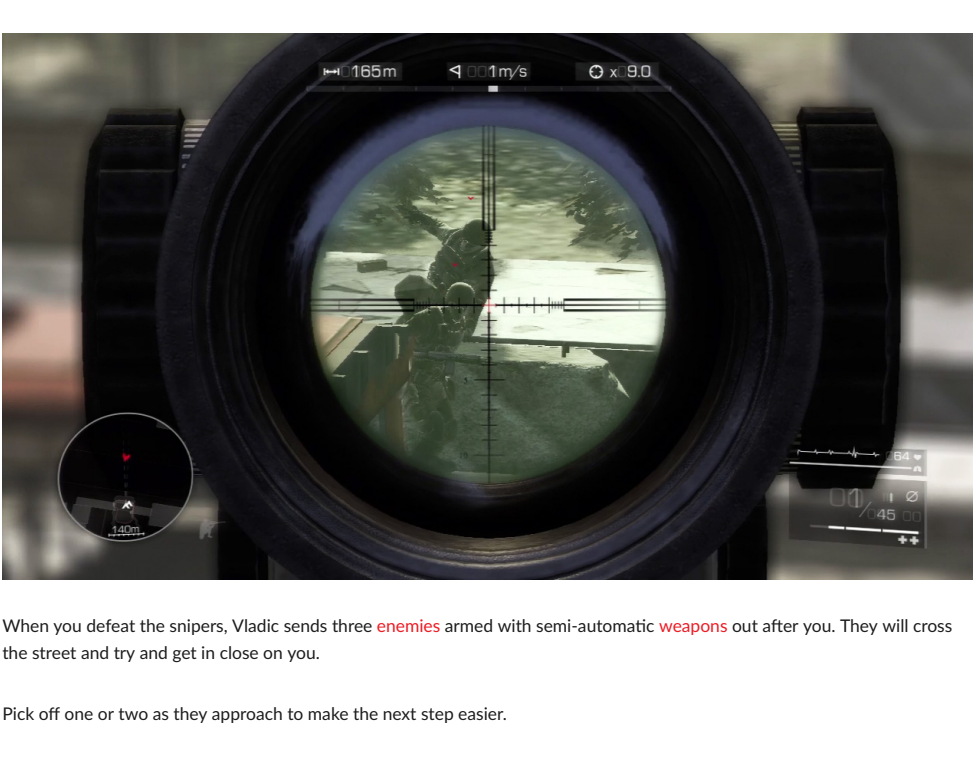
The second of Vladic's snipers shoots from the top floor in the building in front of you. As you did with the first sniper, pop out of cover only for a few seconds to line up the shot. If you can sight on him quickly, hold your breath to slow down time and fine-tune a lethal shot.





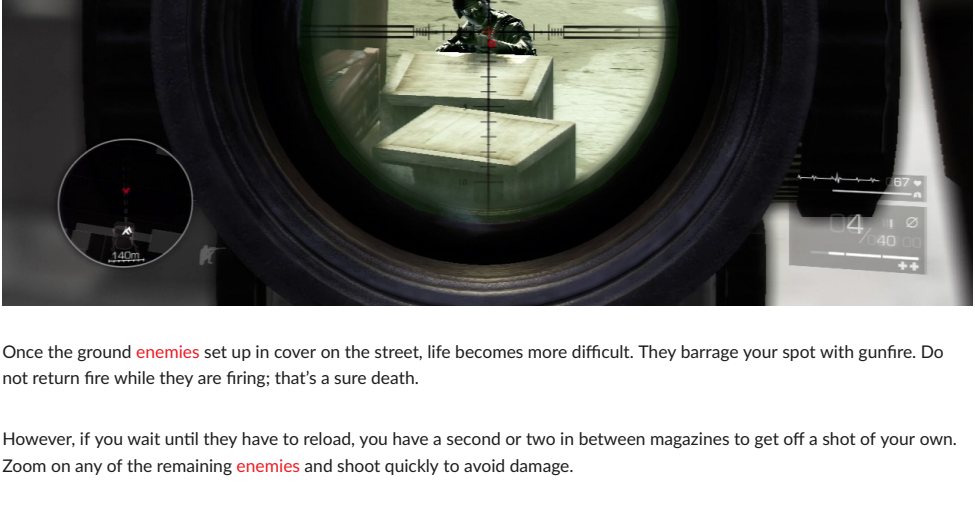
After you eliminate the second of Vladic's snipers, look for the final one on the rooftop to your left. Don't rush it, and only stay out in the open if you can set up a kill shot. Launch a bullet over the sandbags and snipe him before he can pull off the same trick against you.





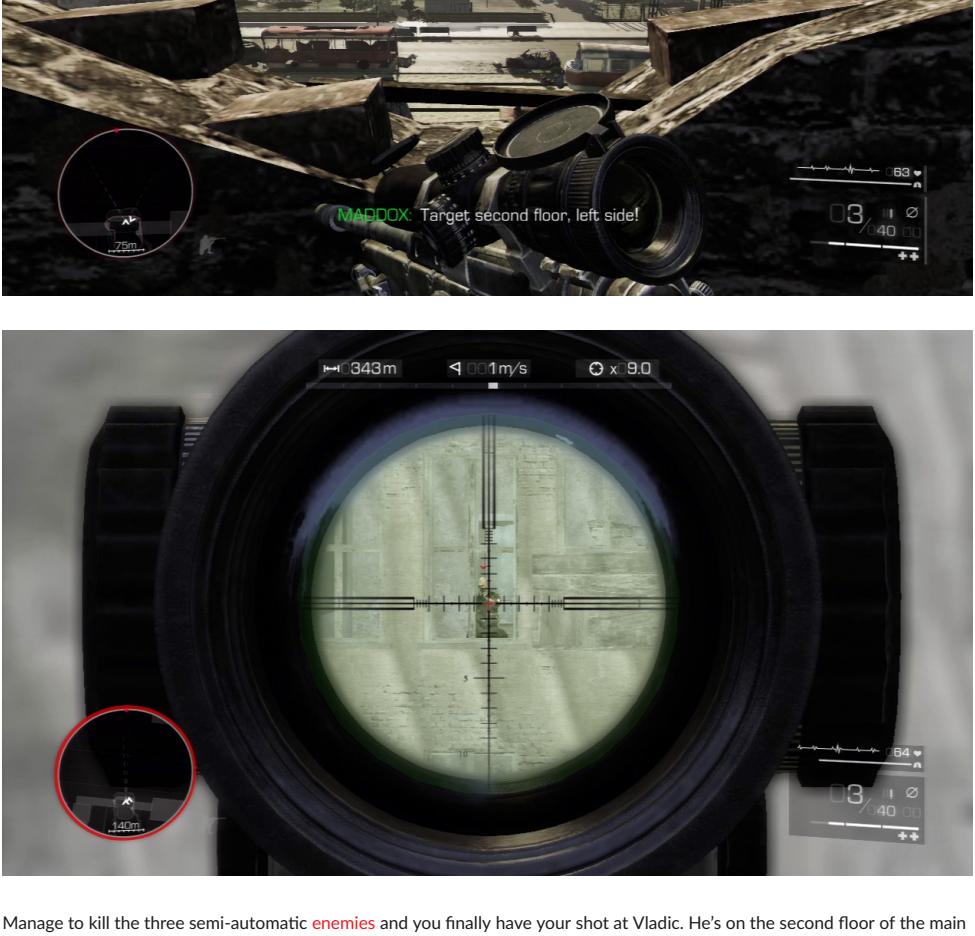
When you defeat the snipers, Vladic sends three enemies armed with semi-automatic weapons out after you. They will cross the street and try and get in close on you.

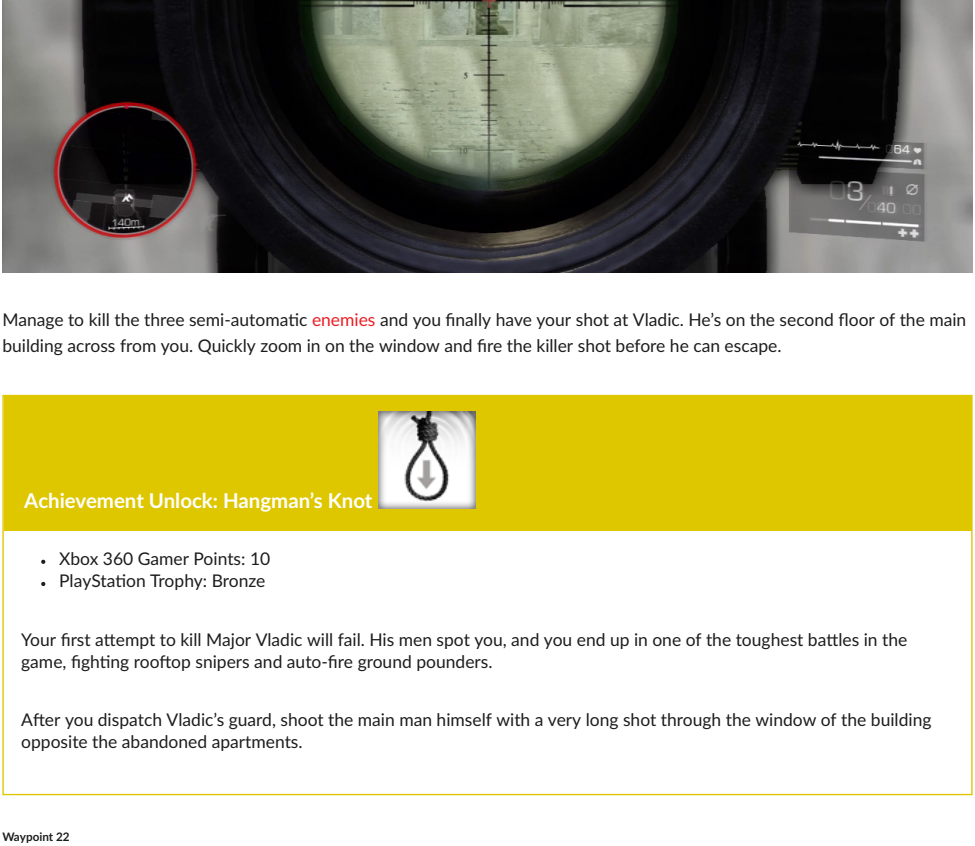
Pick off one or two as they approach to make the next step easier.



Once the ground enemies set up in cover on the street, life becomes more difficult. They barrage your spot with gunfire. Do not return fire while they are firing; that's a sure death.

However, if you wait until they have to reload, you have a second or two in between magazines to get off a shot of your own. Zoom on any of the remaining enemies and shoot quickly to avoid damage.





Manage to kill the three semi-automatic enemies and you finally have your shot at Vladic. He's on the second floor of the main building across from you. Quickly zoom in on the window and fire the killer shot before he can escape.

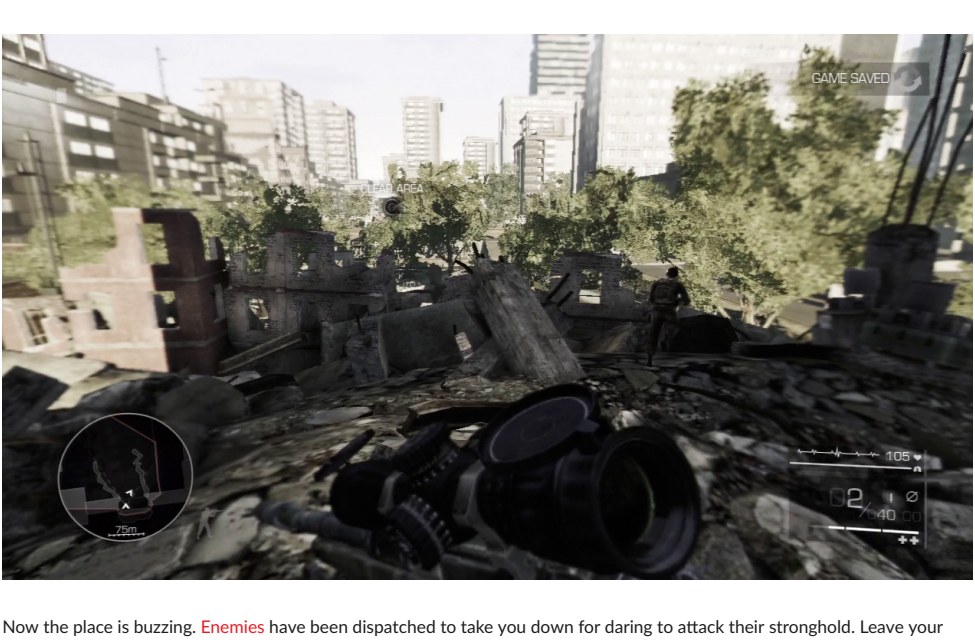
Achievement Unlock: Hangman's Knot

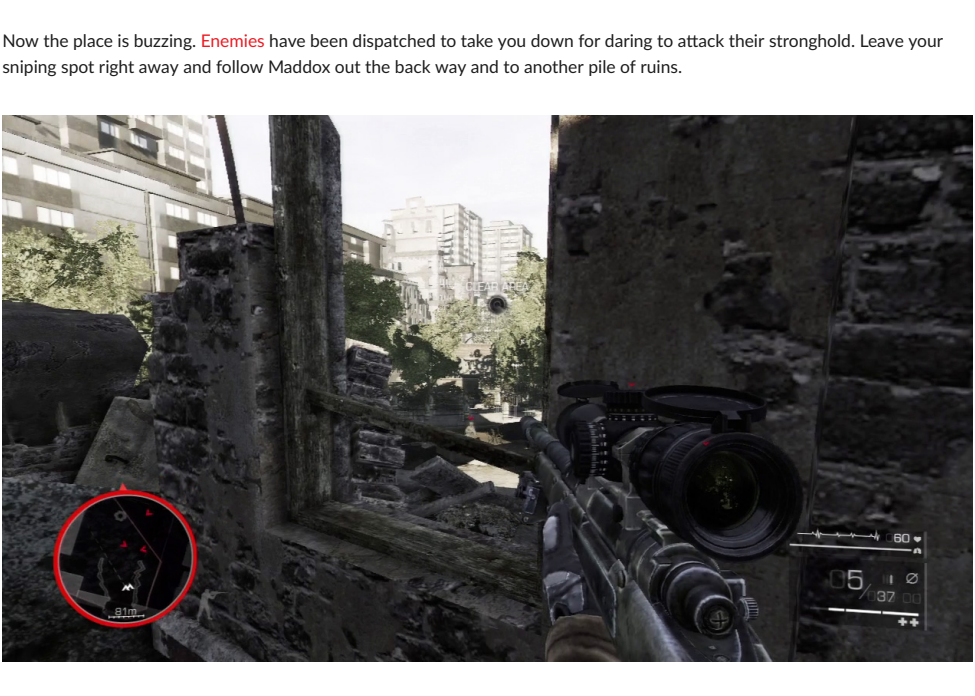
- Xbox 360 Gamer Points: 10
- PlayStation Trophy: Bronze

Your first attempt to kill Major Vladic will fail. His men spot you, and you end up in one of the toughest battles in the game, fighting rooftop snipers and auto-fire ground pounders.

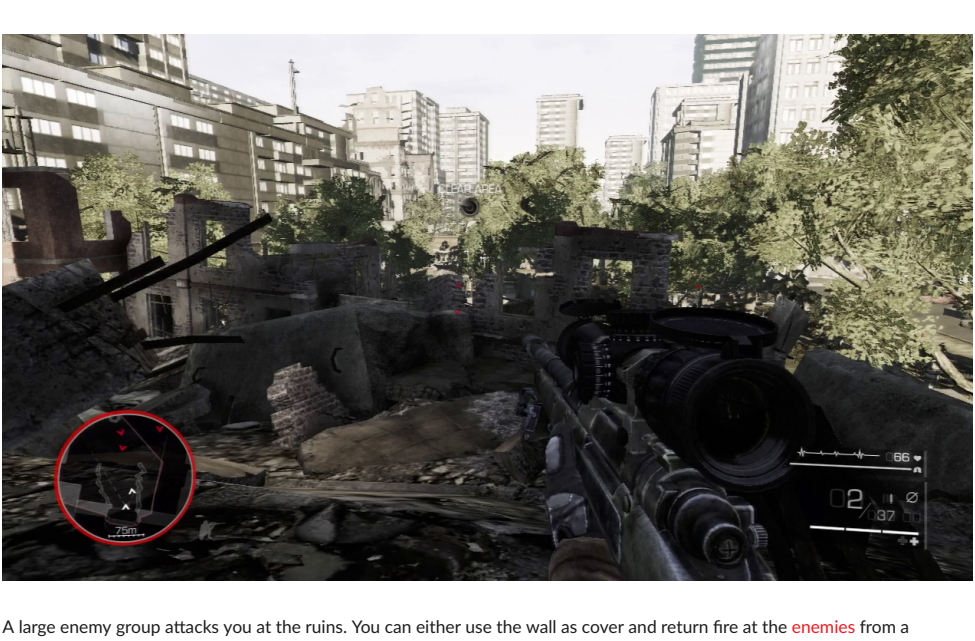
After you dispatch Vladic's guard, shoot the main man himself with a very long shot through the window of the building opposite the abandoned apartments.

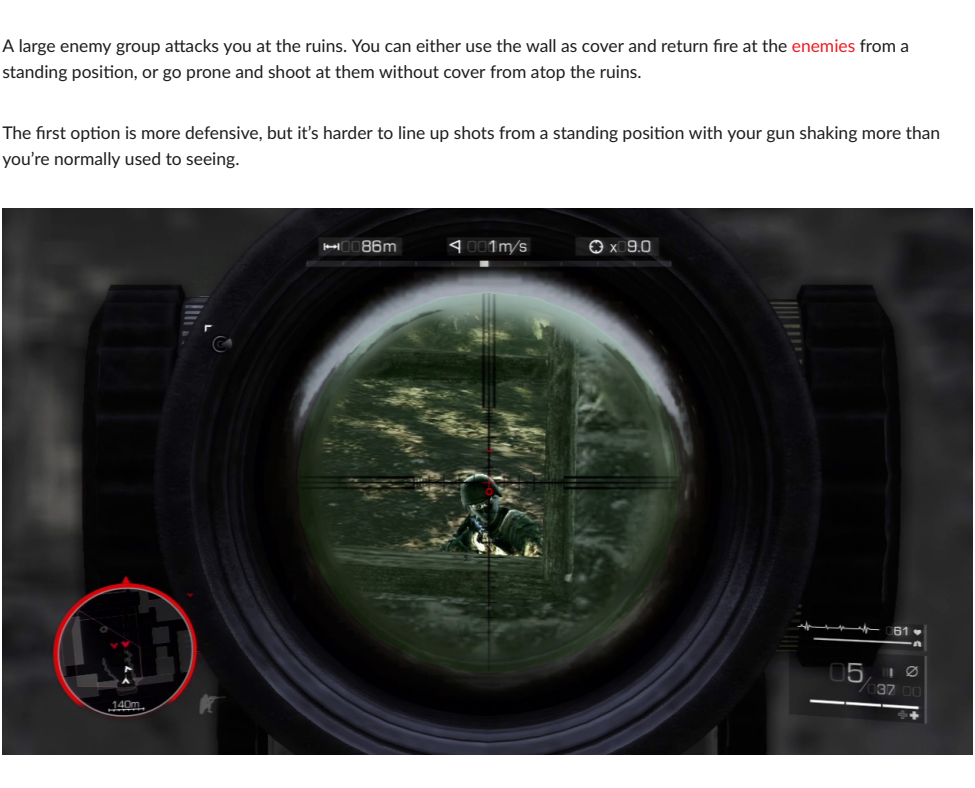
Waypoint 22





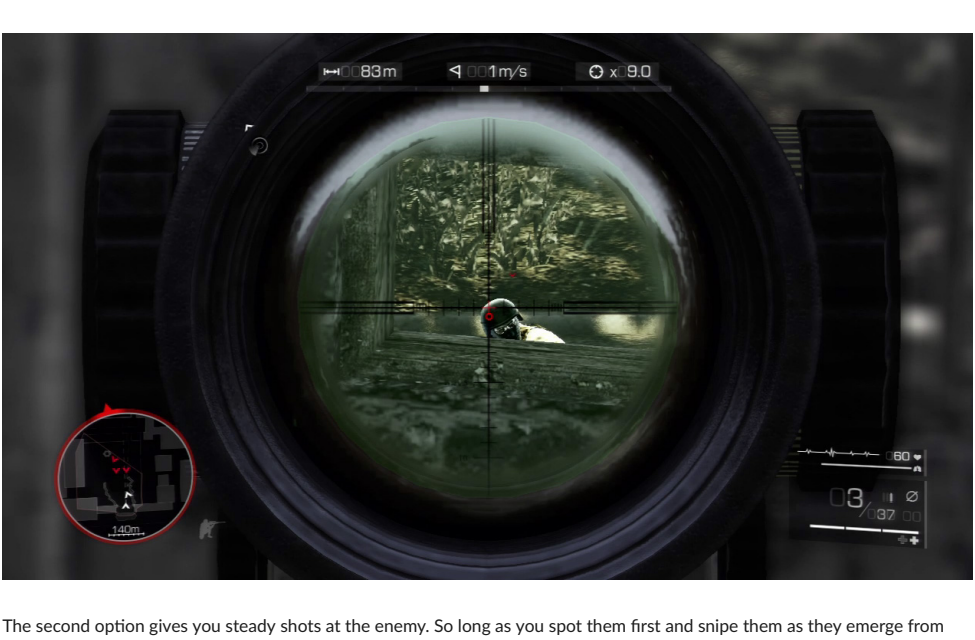
Now the place is buzzing. Enemies have been dispatched to take you down for daring to attack their stronghold. Leave your sniping spot right away and follow Maddox out the back way and to another pile of ruins.

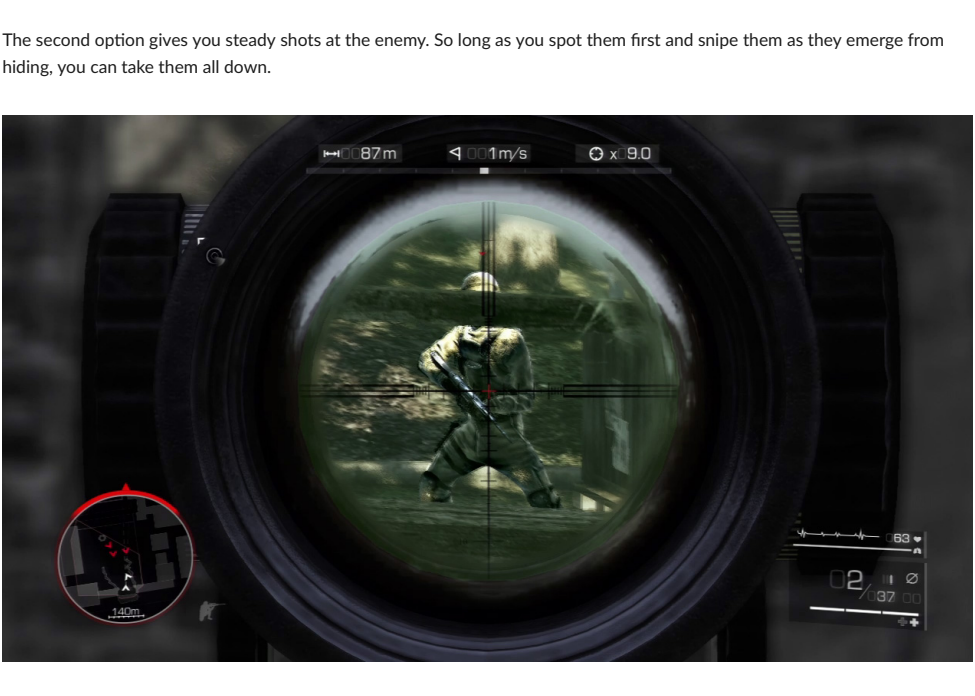




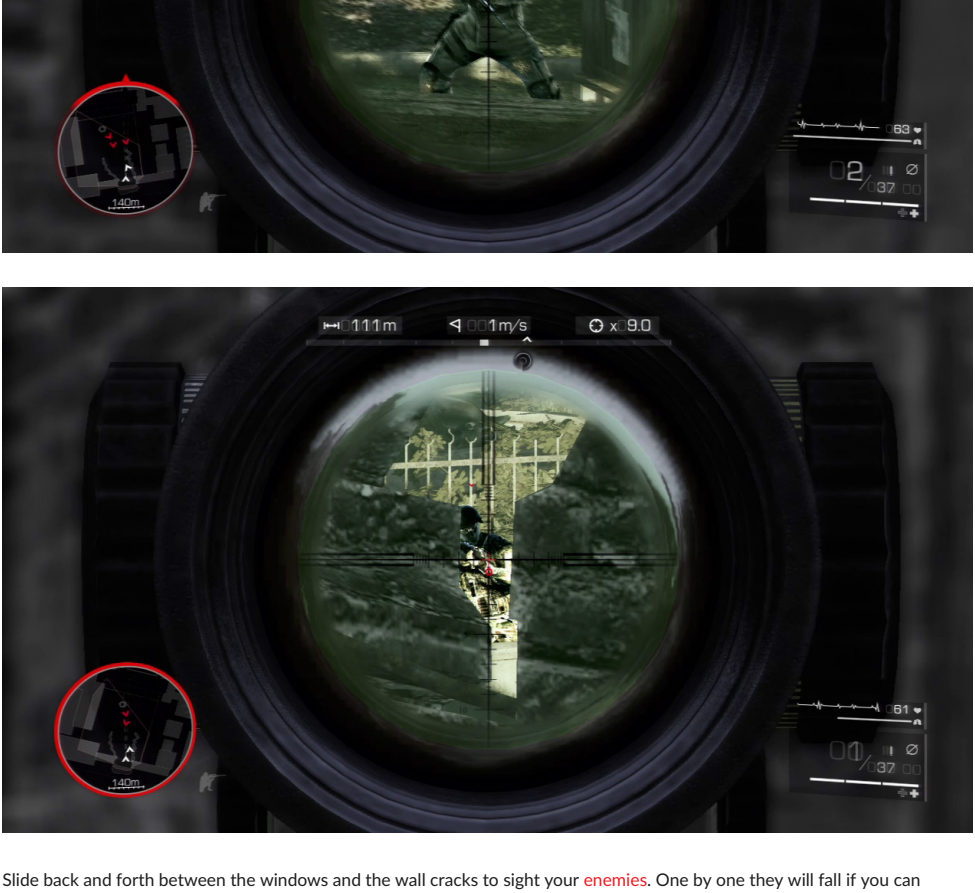
A large enemy group attacks you at the ruins. You can either use the wall as cover and return fire at the enemies from a standing position, or go prone and shoot at them without cover from atop the ruins.

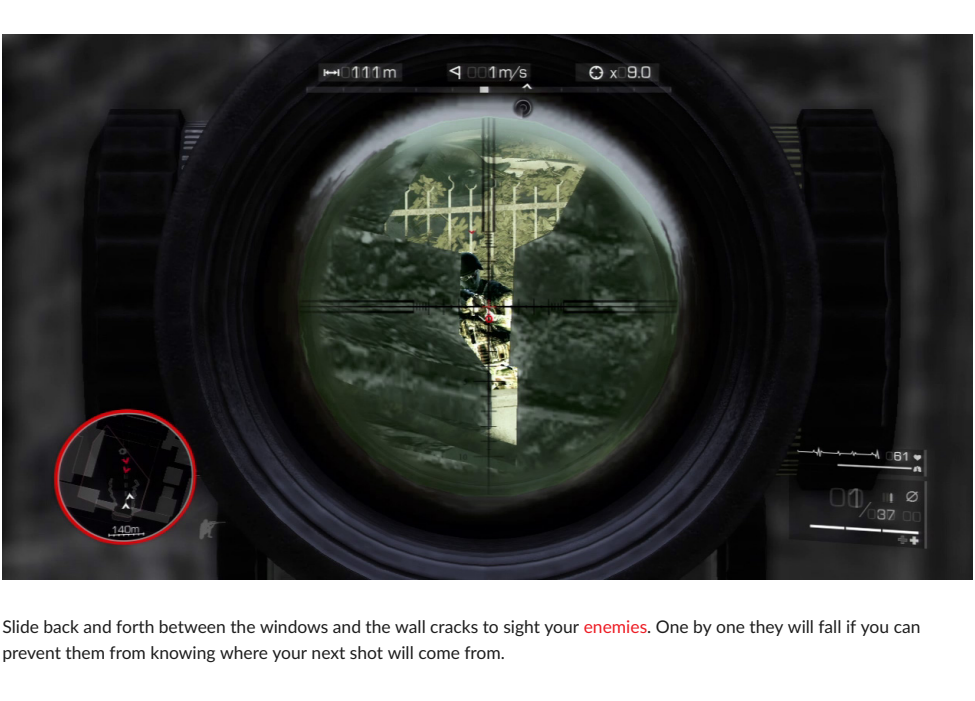
The first option is more defensive, but it's harder to line up shots from a standing position with your gun shaking more than you're normally used to seeing.



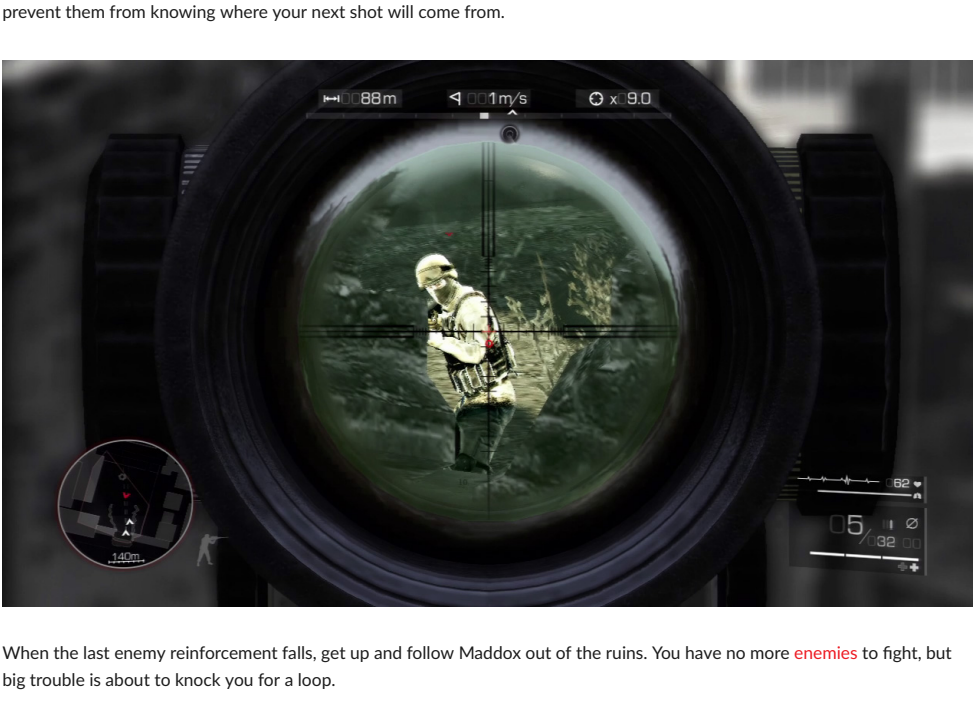


The second option gives you steady shots at the enemy. So long as you spot them first and snipe them as they emerge from hiding, you can take them all down.

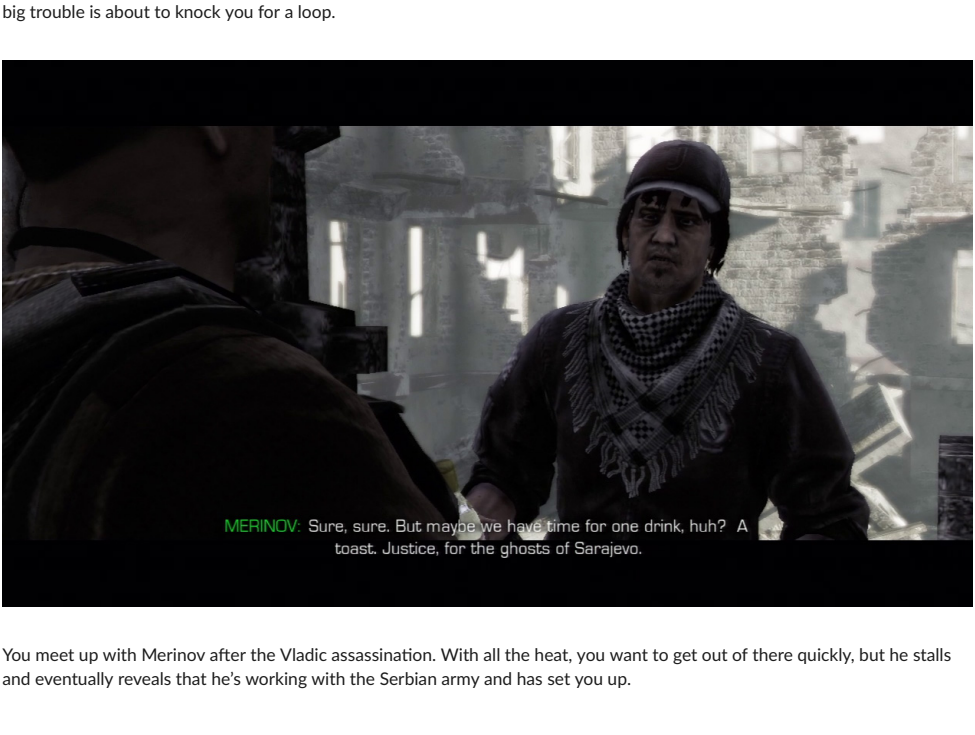




Slide back and forth between the windows and the wall cracks to sight your enemies. One by one they will fall if you can prevent them from knowing where your next shot will come from.

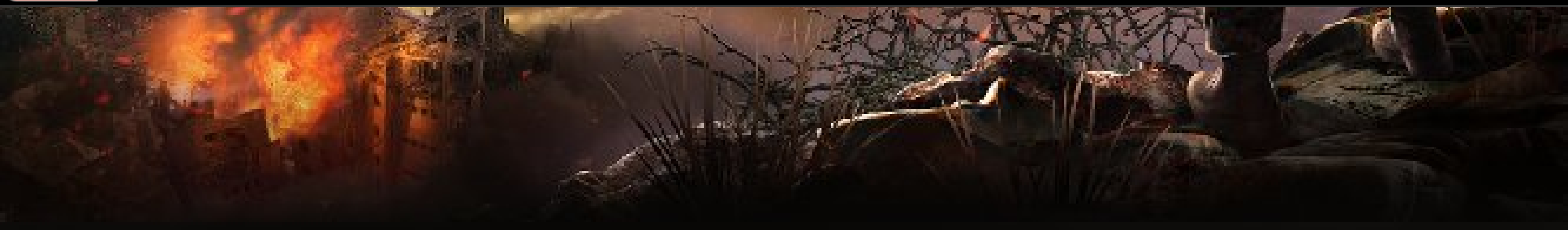


When the last enemy reinforcement falls, get up and follow Maddox out of the ruins. You have no more enemies to fight, but big trouble is about to knock you for a loop.


MERINOV: Sure, sure. But maybe we have time for one drink, huh? A toast. Justice, for the ghosts of Sarajevo.

You meet up with Merinov after the Vladic assassination. With all the heat, you want to get out of there quickly, but he stalls and eventually reveals that he's working with the Serbian army and has set you up.

Before you can react, soldiers surround you and Maddox. A gun butt pummels your head and you drop off into unconsciousness.



Mission 6: Ghosts of Sarajevo

6.1 Overview

Click here for interactive map

Mission Overview

The Serbian army has captured you and plan to torture you to death. You must escape their holding cell, retrieve your equipment, and rescue your partner in the middle of enemy territory.

After all of your struggles, a terrible secret awaits that will change your mission priorities and make sense of the events that occurred at the end of Act 1.

Before you finish the mission, you can earn four achievements, including “Back to School” (kill all snipers in Sniper Alley without getting hit), “Hazardous Materials” (kill three or more enemies with a grenade), “Keepsakes of War” (find all the secrets in Act 2), and “Operation Archangel” (finish Act 2).

Objectives

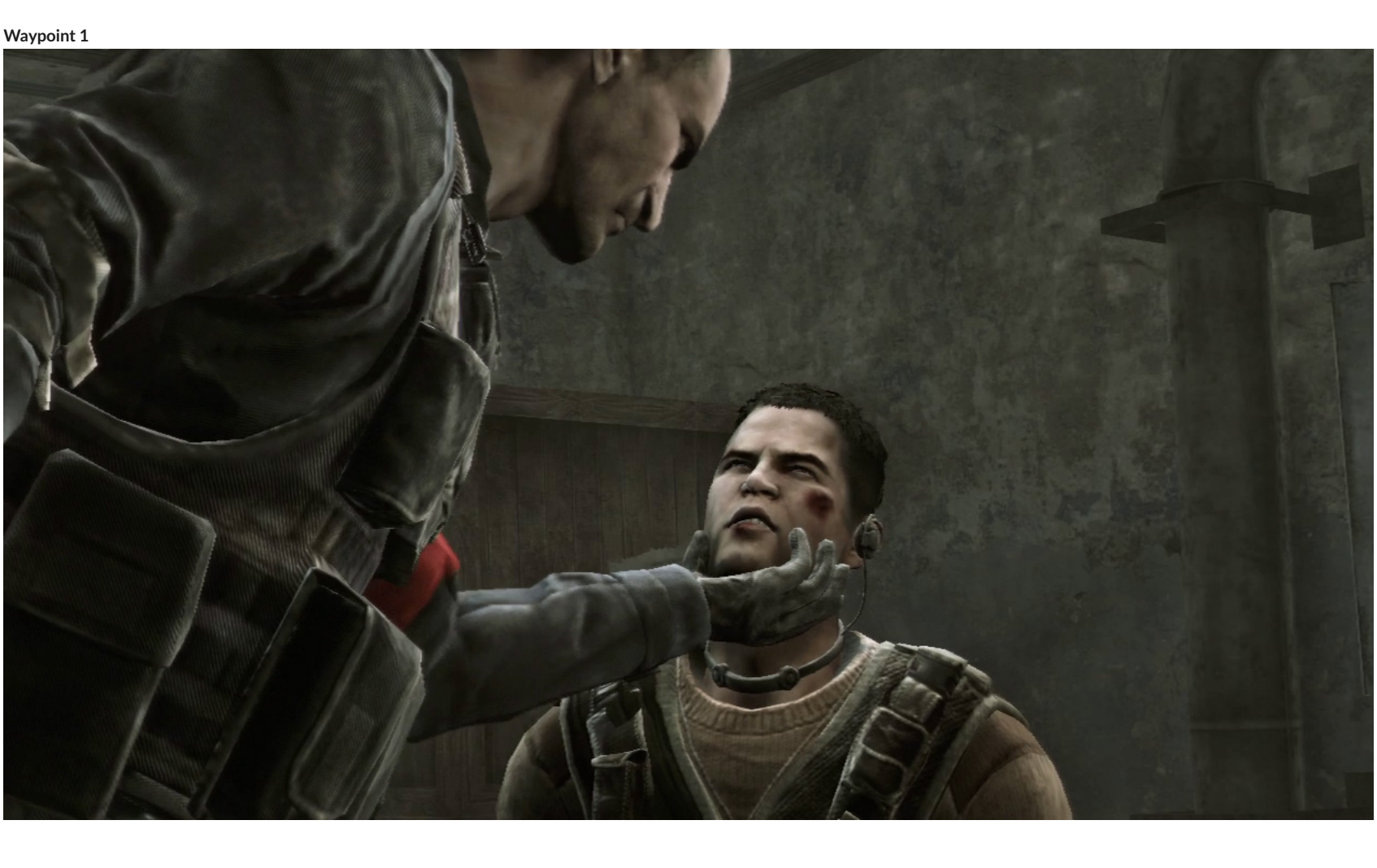
- Retrieve your equipment.
- Escape the school building.
- Reach library building unseen.
- Get through to the library building.
- Get through the apartment building.
- Eliminate the snipers.
- Get out of the building.
- Get out of the street and reach the sewers.
- Reach the park through the sewers.
- Get through the park undetected.
- Reach the hotel.
- Reach the overwatch.
- Eliminate Carl Maddox.

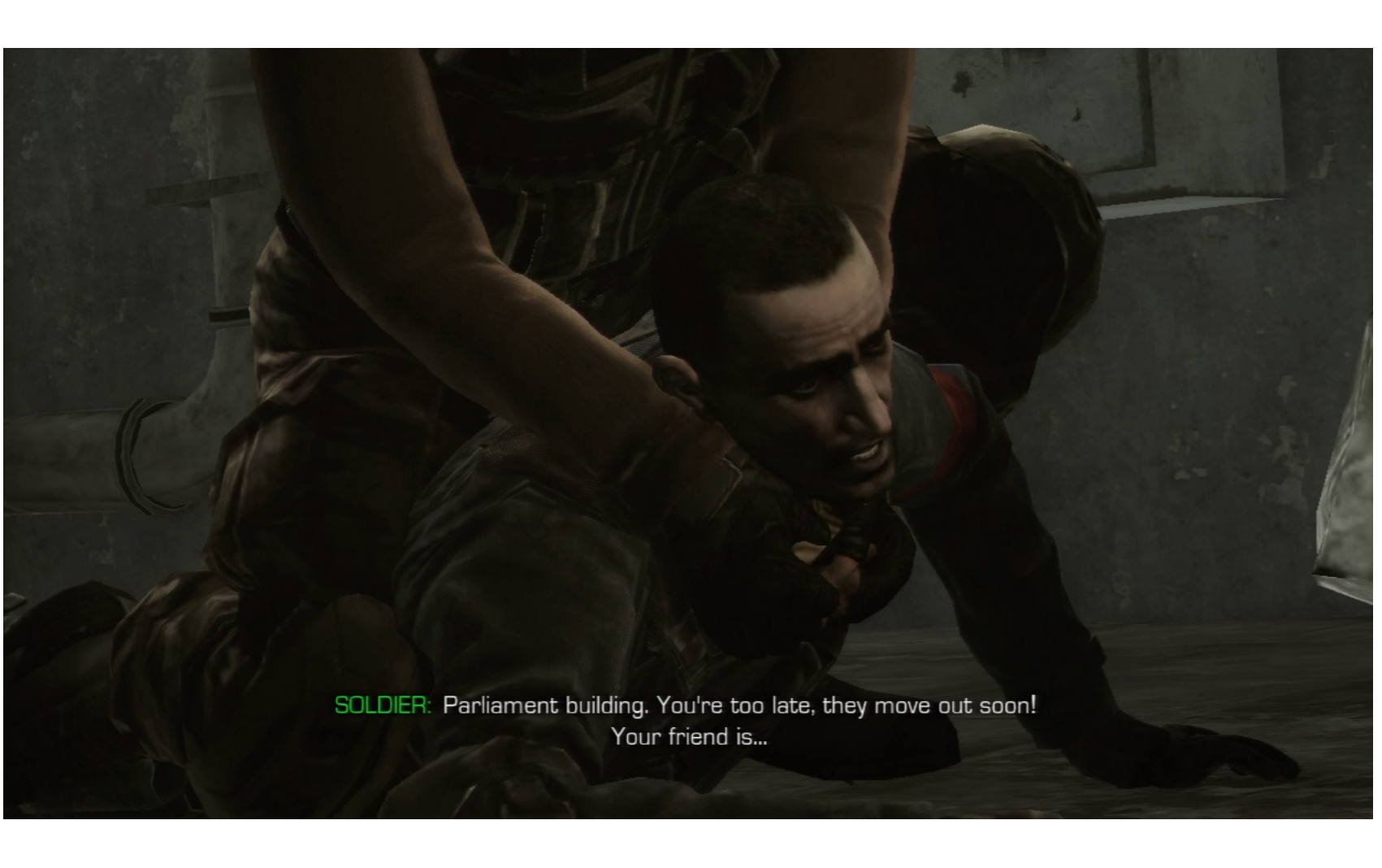
Mission 6: Ghosts of Sarajevo

6.2 Waypoints 1-7

Video is restricted

Waypoint 1




SOLDIER: Parliament building. You're too late, they move out soon! Your friend is...

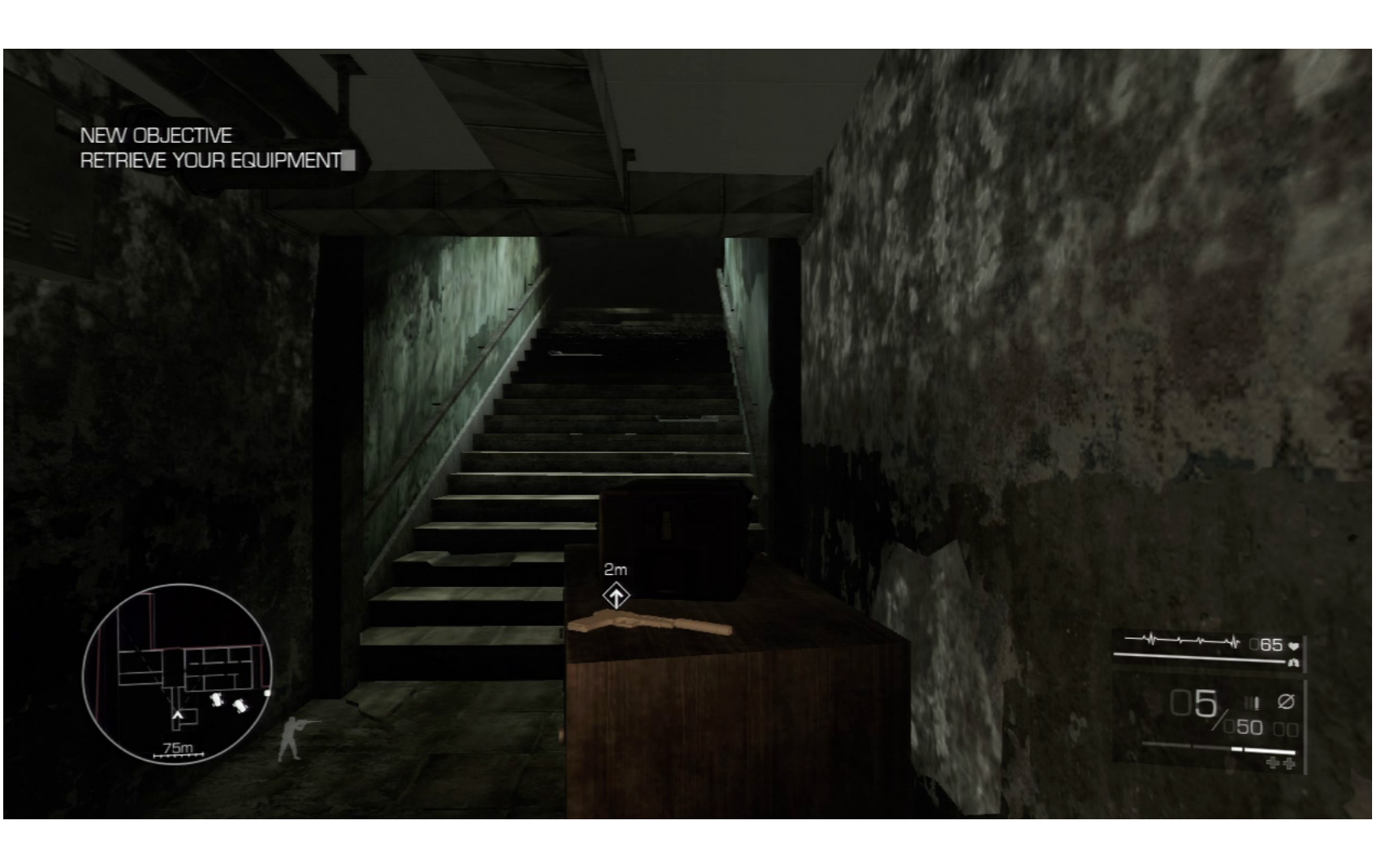
You've been captured by the Serbian army at the start of the mission.

A guard tortures you in a private holding cell.

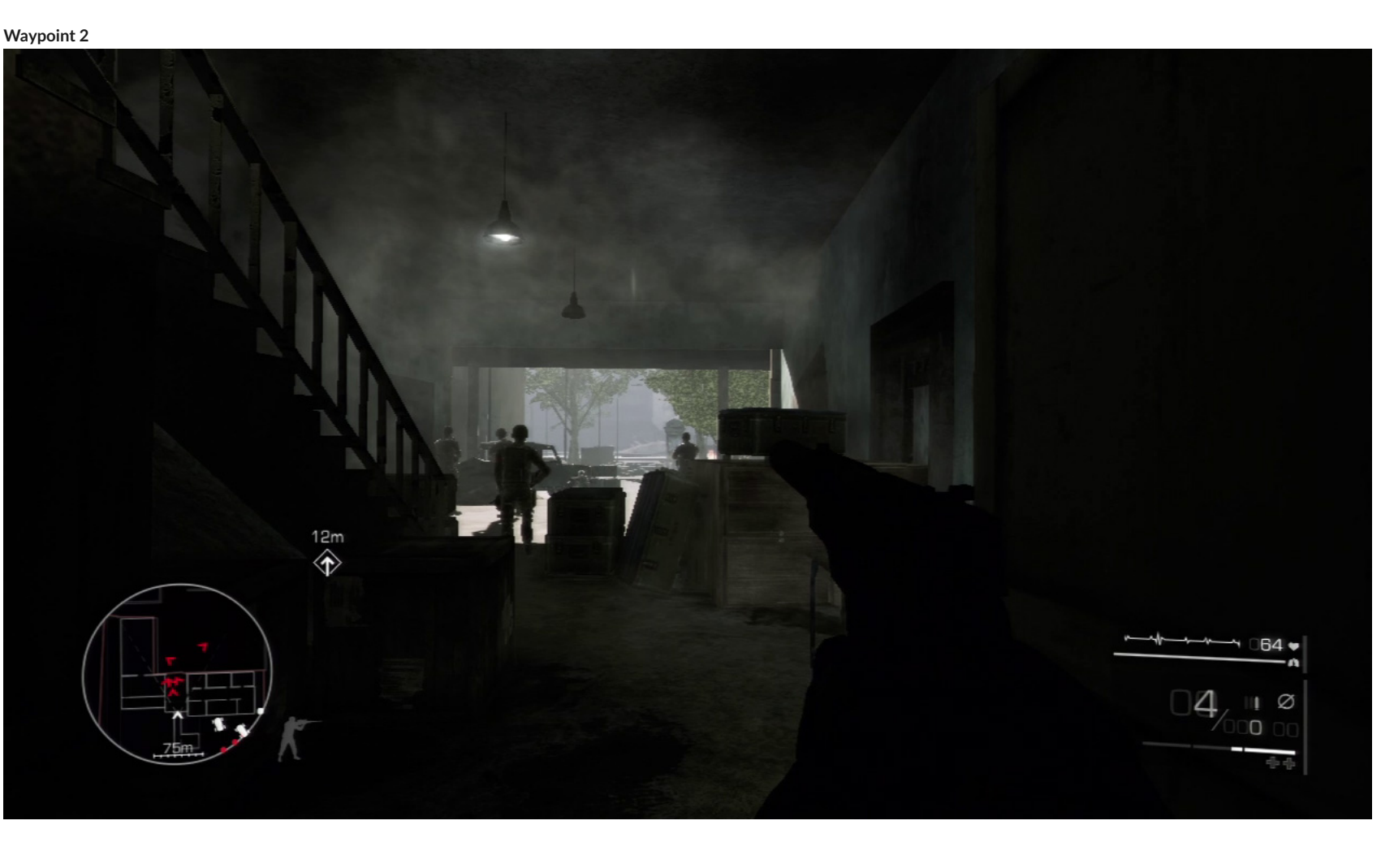
After the guard has been ordered to make your remaining life miserable, you pull a nifty move to escape: shattering the wooden chair and executing an impressive takedown on the guard.

Before you kill him, you manage to choke out the location of Maddox's interrogation: the Parliament building on the other side of the city.

Open the cell door and retrieve the pistol lying on the counter. It has only four bullets in the chamber, so use them wisely.



Waypoint 2

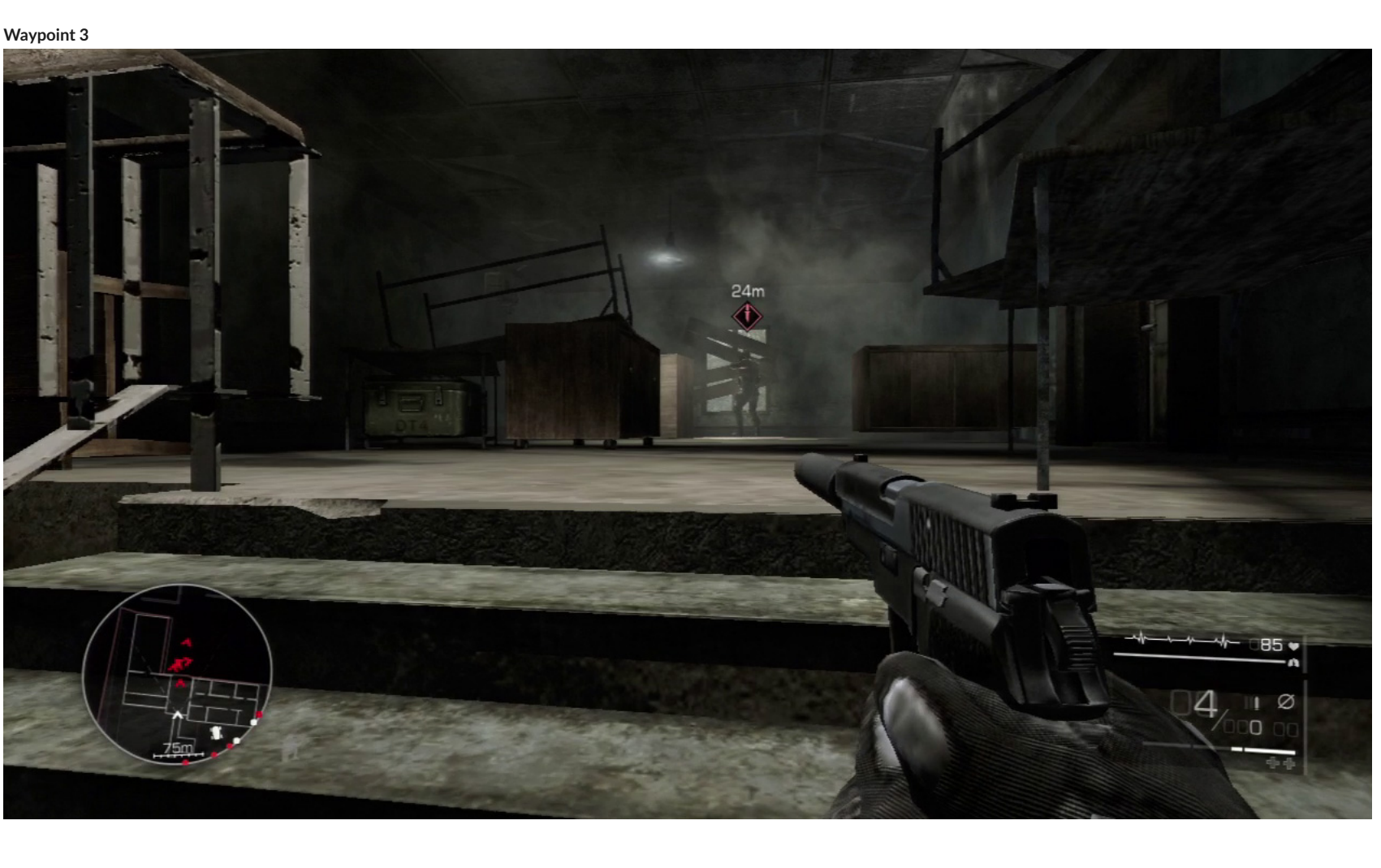


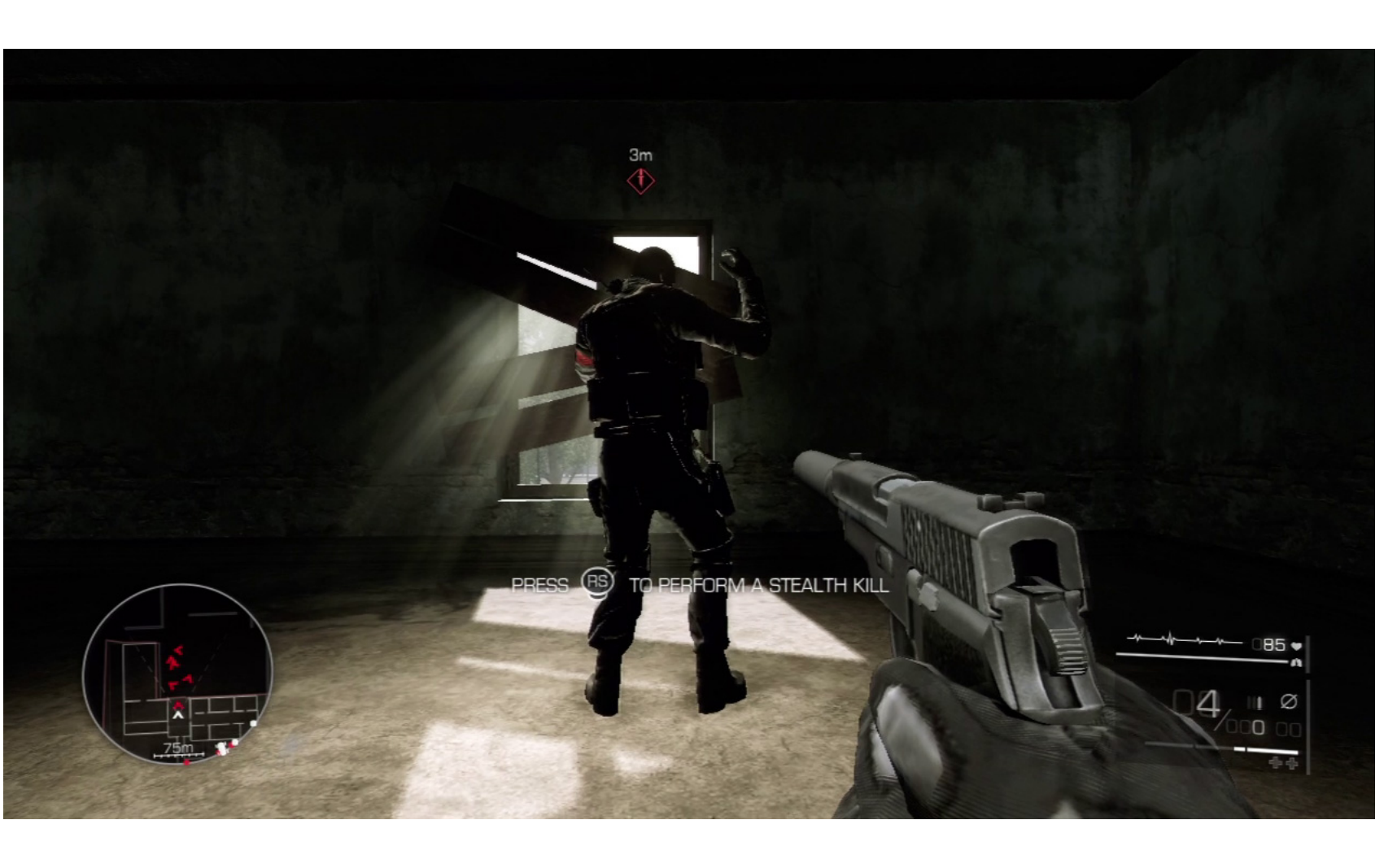
Climb the stairs in front of the pistol table. Four enemies guard the open garage door. As much as you would like to run outside to escape, the guards will gun you down if you try this.

Instead, wait for the rear guard to walk out toward the three at the open garage door.

While all four have their backs to you, creep up to the next set of stairs and quickly shuffle up to the top before they notice that you've slipped past them.

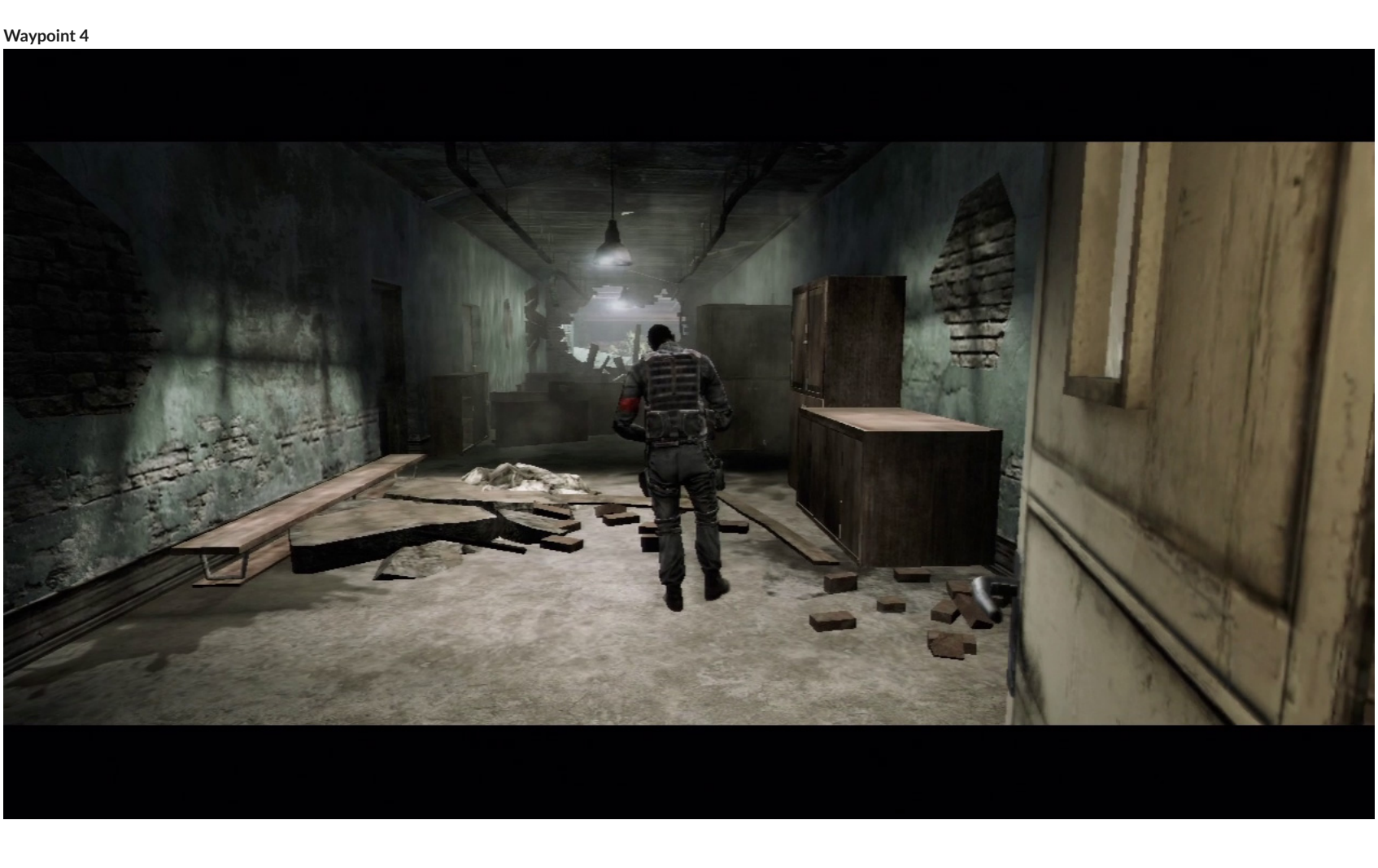
Waypoint 3

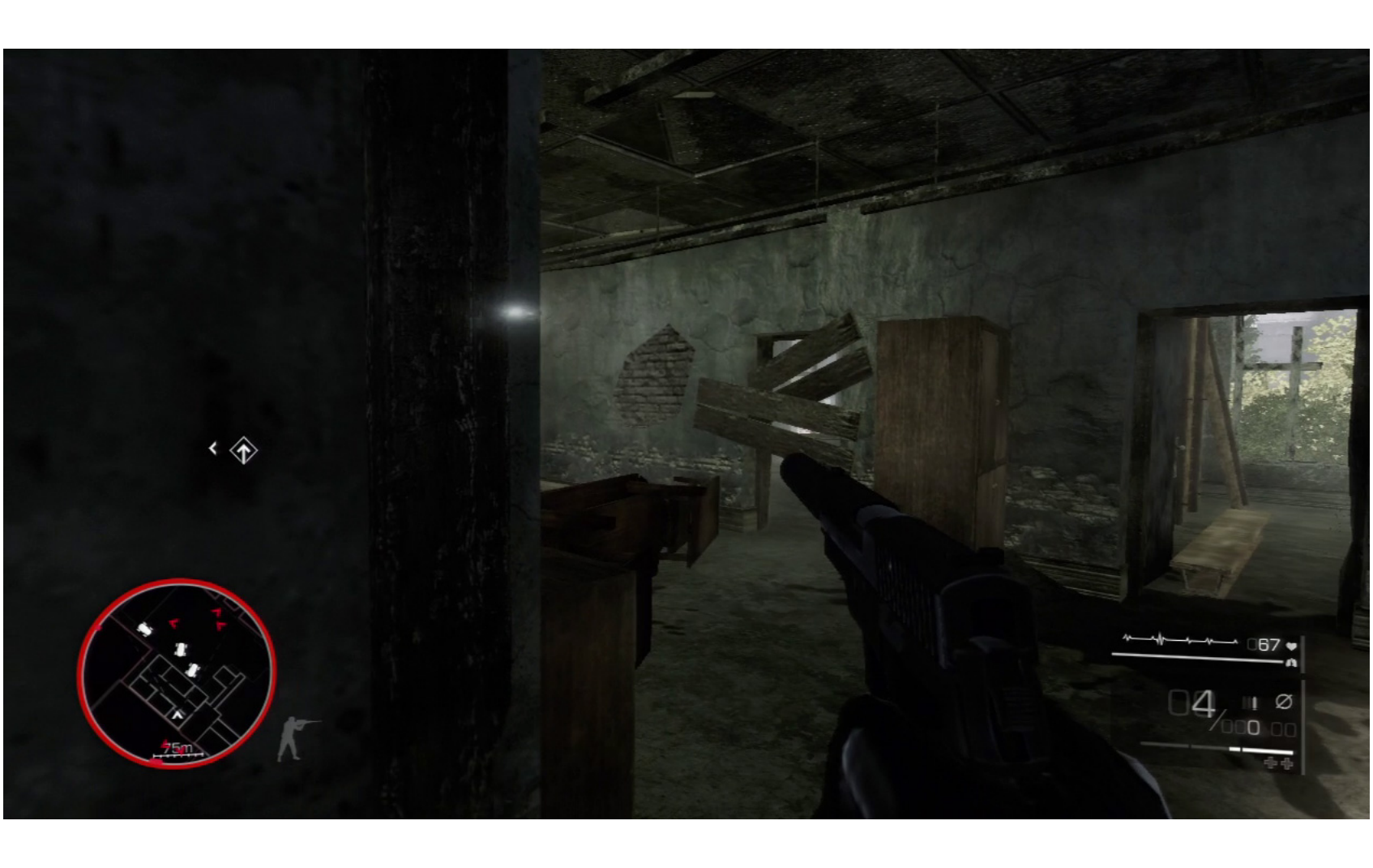




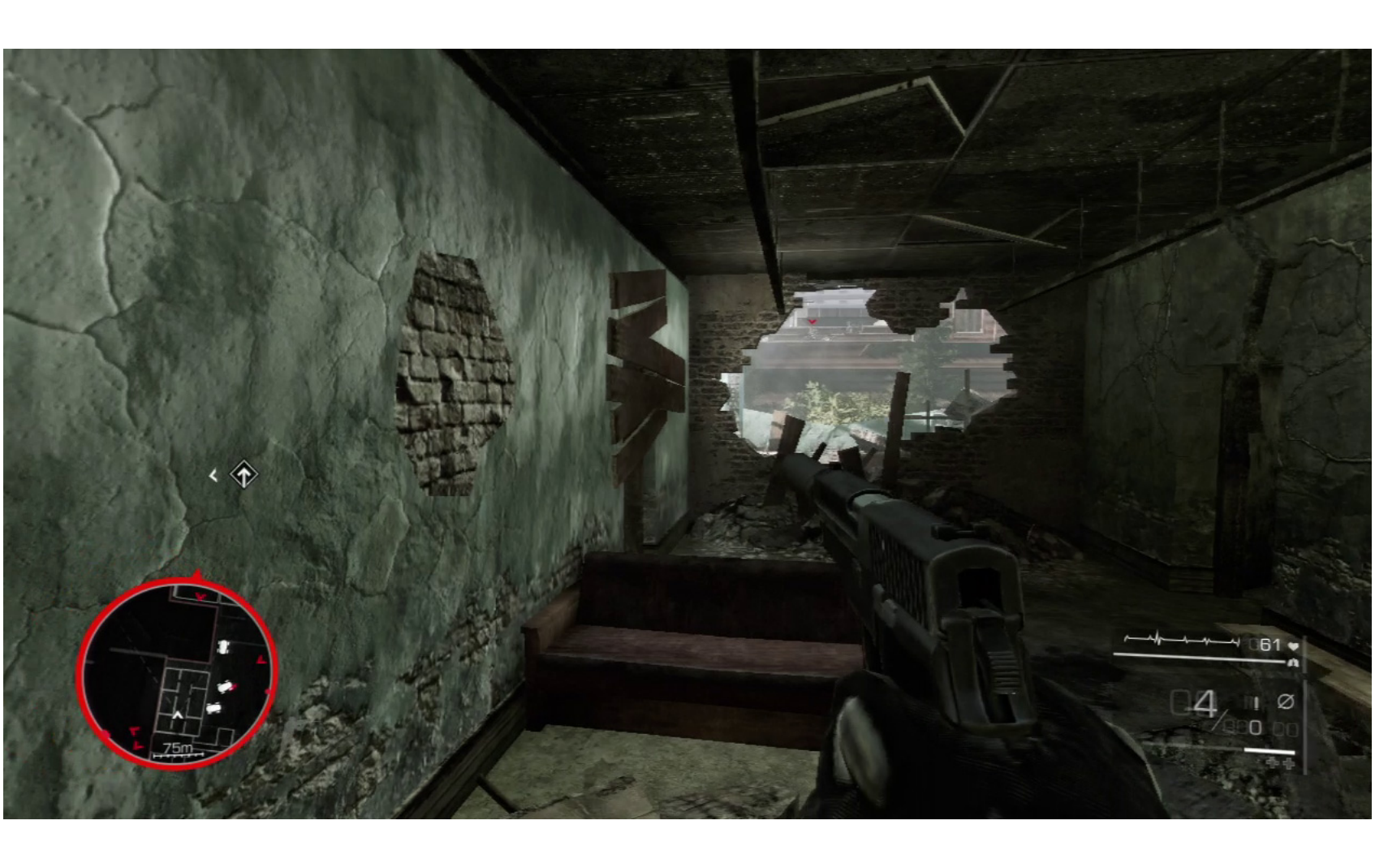
There is a lone guard in the room at the top of the stairs. He's talking on his walkie-talkie and staring out the slats in the boarded-up window at the back of the room when you arrive. Quietly sneak up behind him and silence him with a stealth kill.

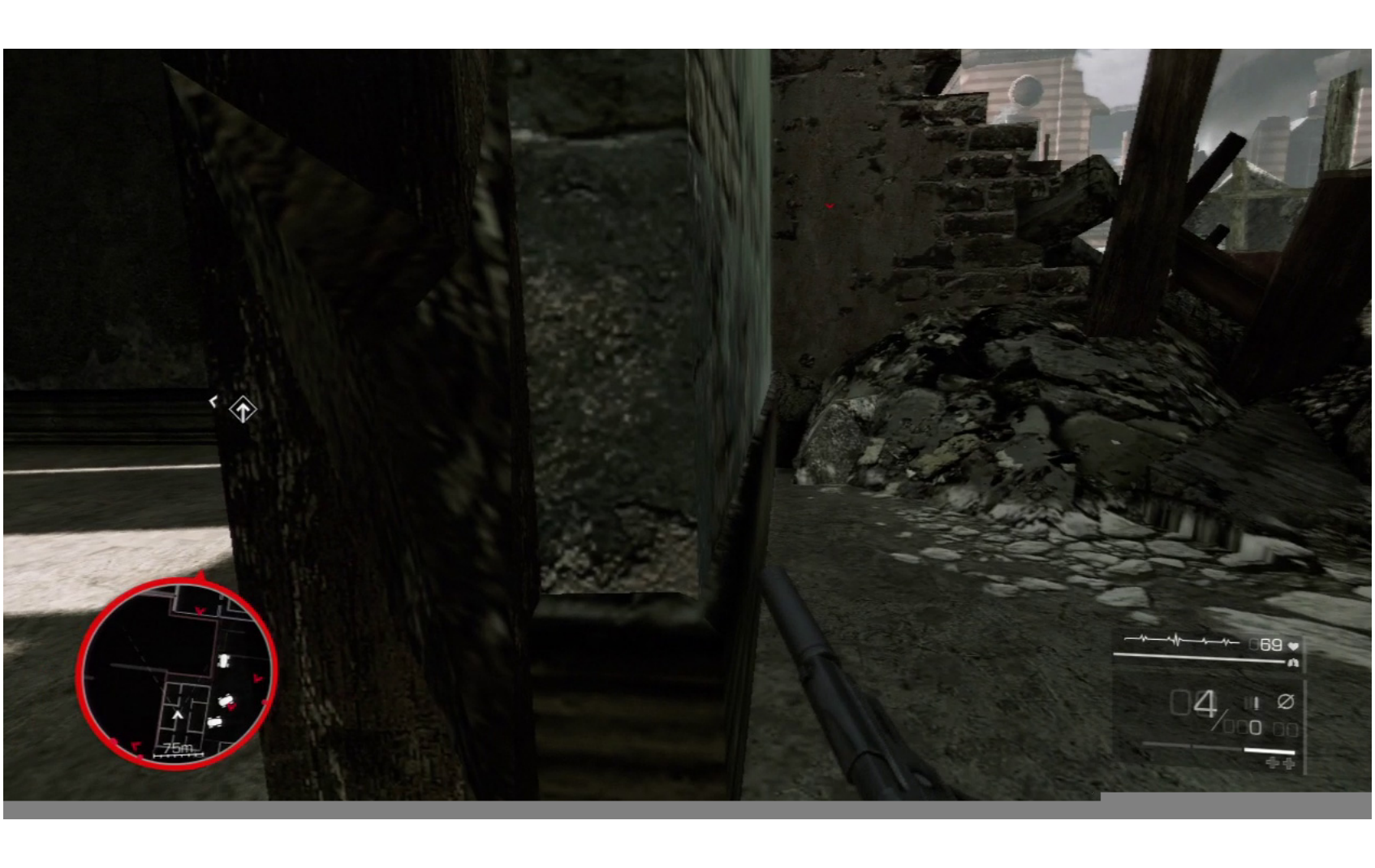
Waypoint 4





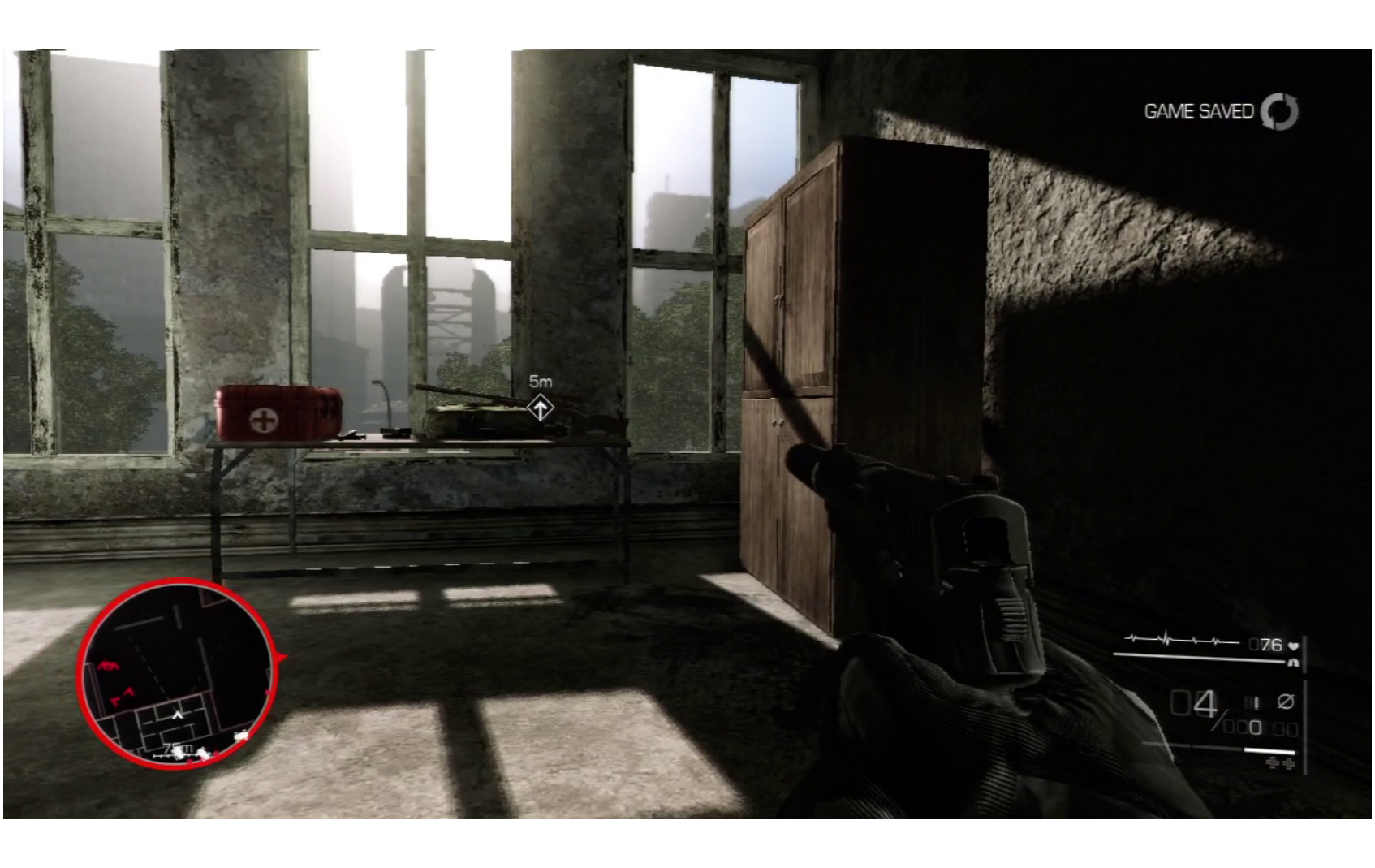
Open the door to your right. A guard struggles with you as you enter the hallway, but a sniper's bullet cuts him down. Immediately duck off to the doorway on your left to avoid a second deadly sniper bullet.





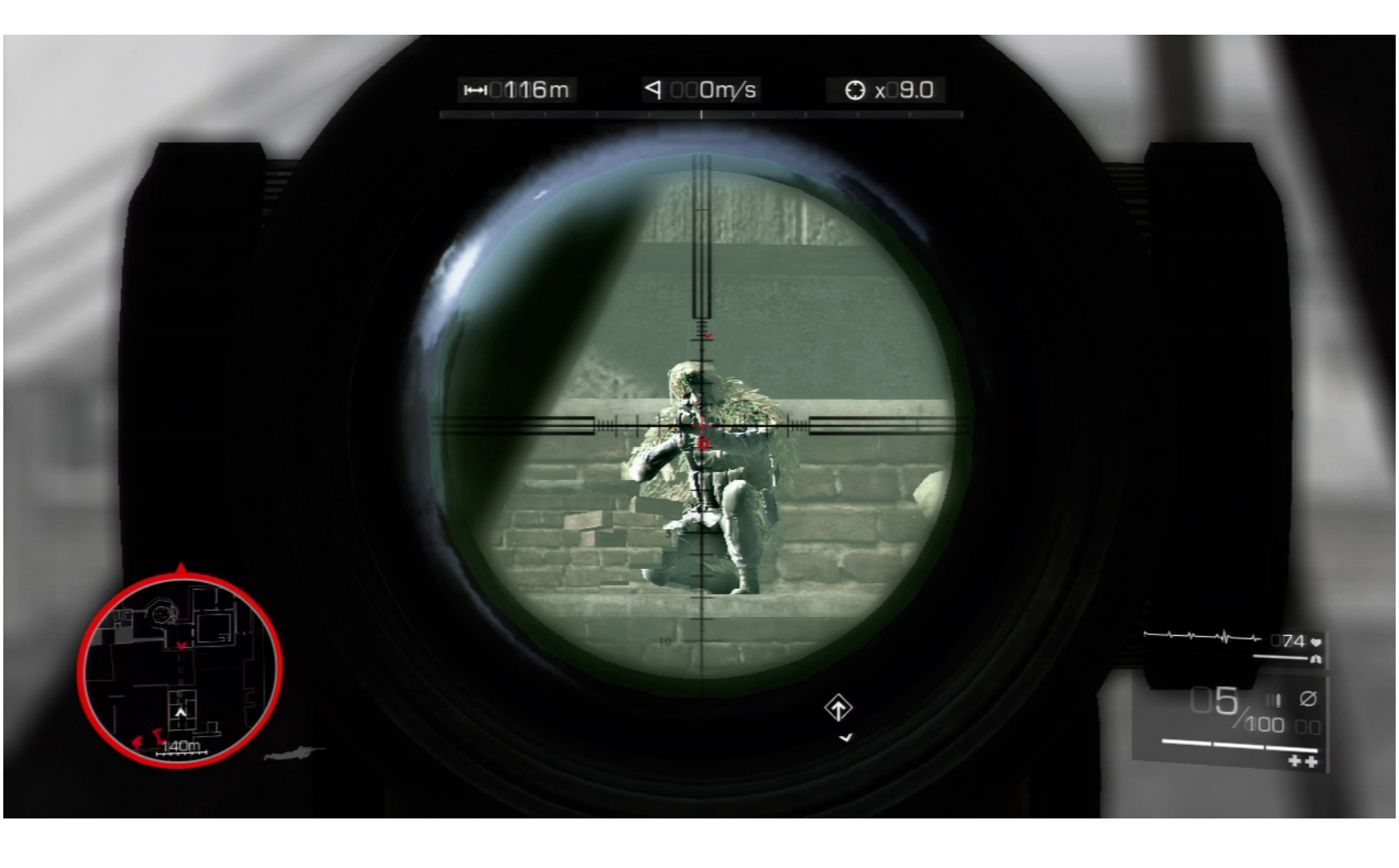
The sniper has set up on the building across the street and fires through the gaping hole at the end of the hallway. Unfortunately, you have to pass down that hallway to retrieve your equipment.

Sprint along the left wall and drop prone at the end next to the boarded-up doorway.



Crawl under the boarded-up doorway and into the adjacent room. You're safe in here. Retrieve your equipment and heal back up to full with the nearby medkit if you feel the need.

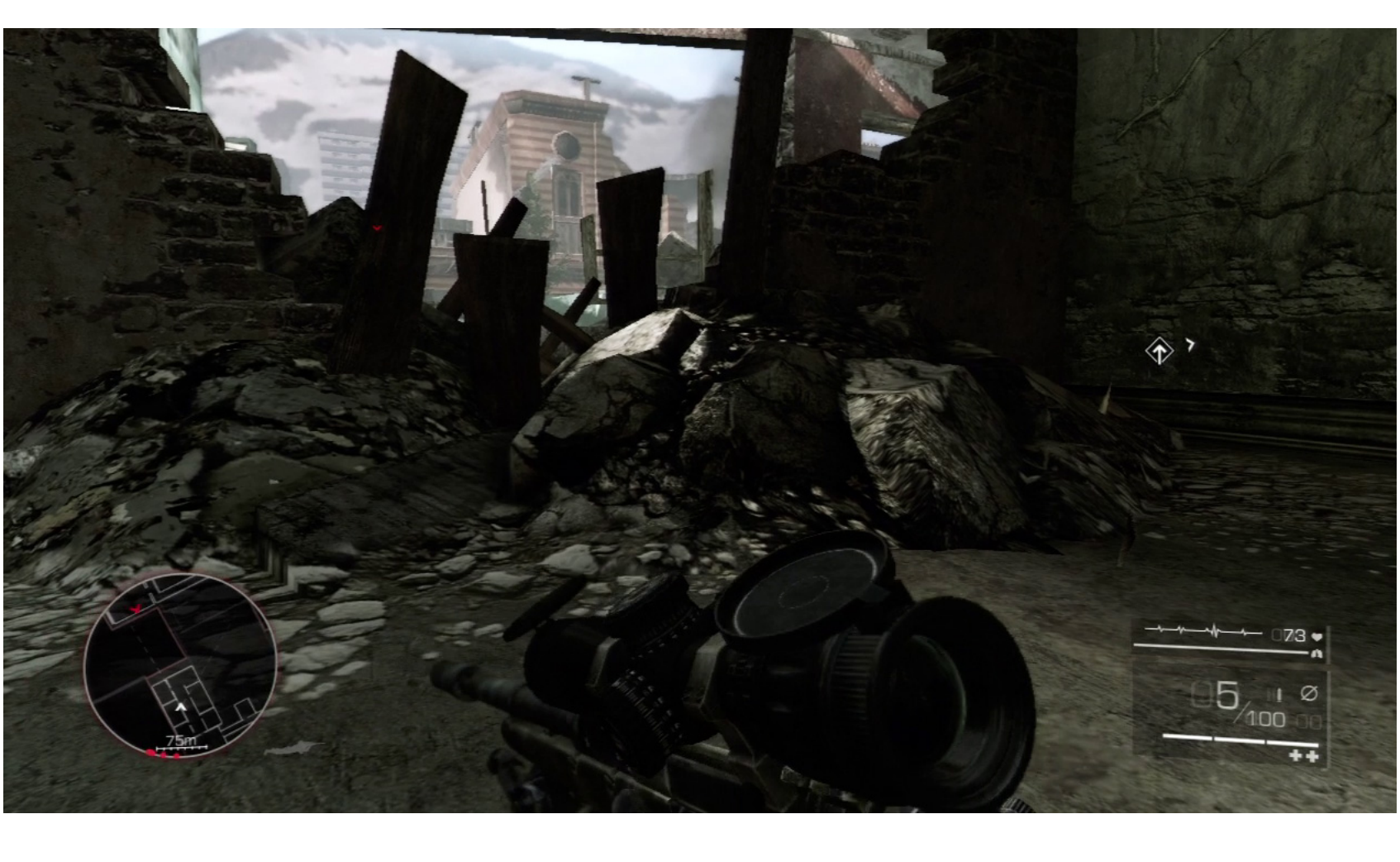
Expert Mode

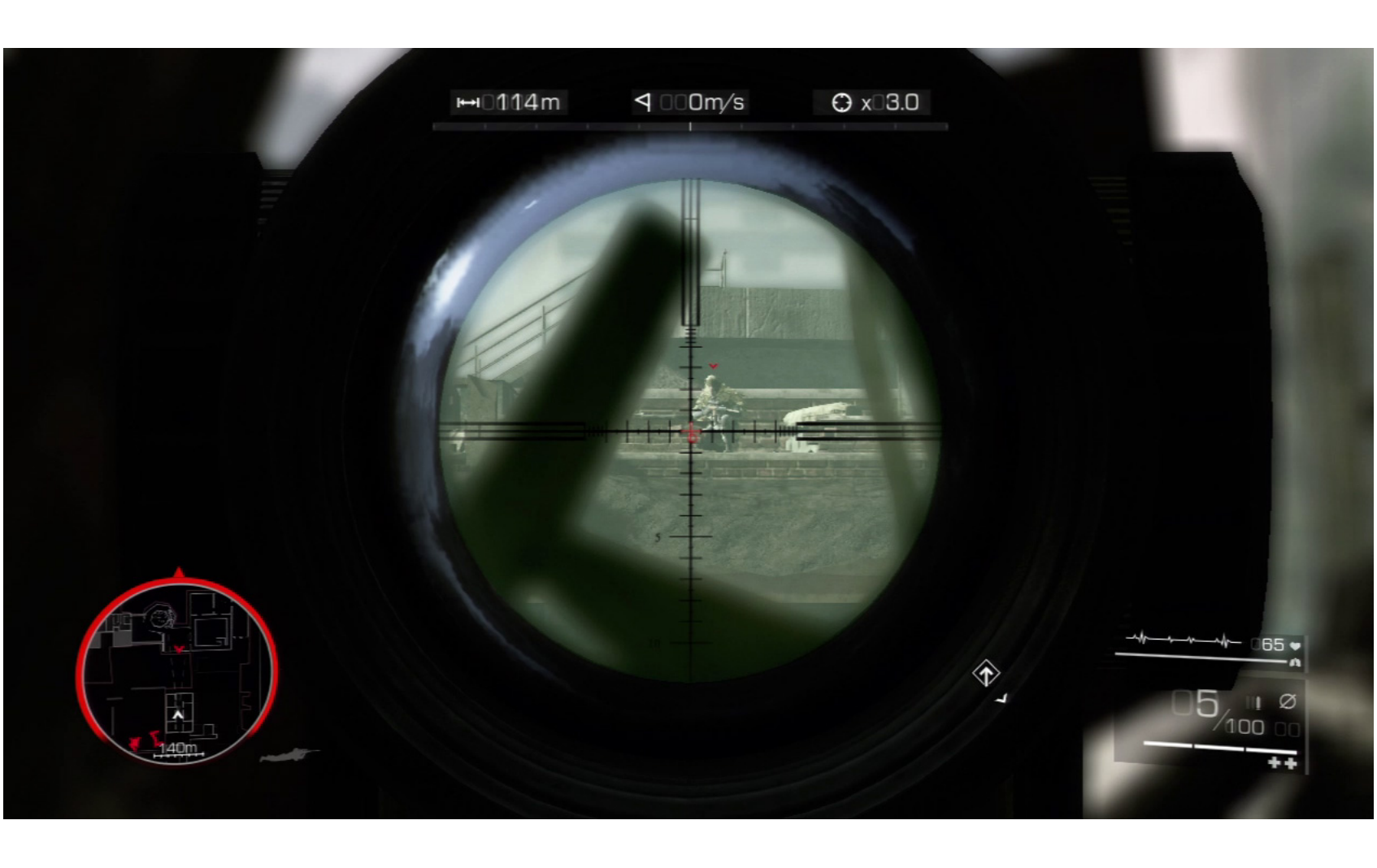


- Distance: Approximately 115 meters
- Wind: 0 meters/second (no wind)
- Magnification: 9x

The only thing that makes killing the sniper outside the school building a difficult shot is that he has the drop on you. As soon as you peak your head out, he zeroes in quickly and fires with deadly accuracy.

From a prone position, inch out with as much cover as you can and take the shot as soon as you see him. The bullet will not move because of wind and will only fall to the first reticle due to gravity.

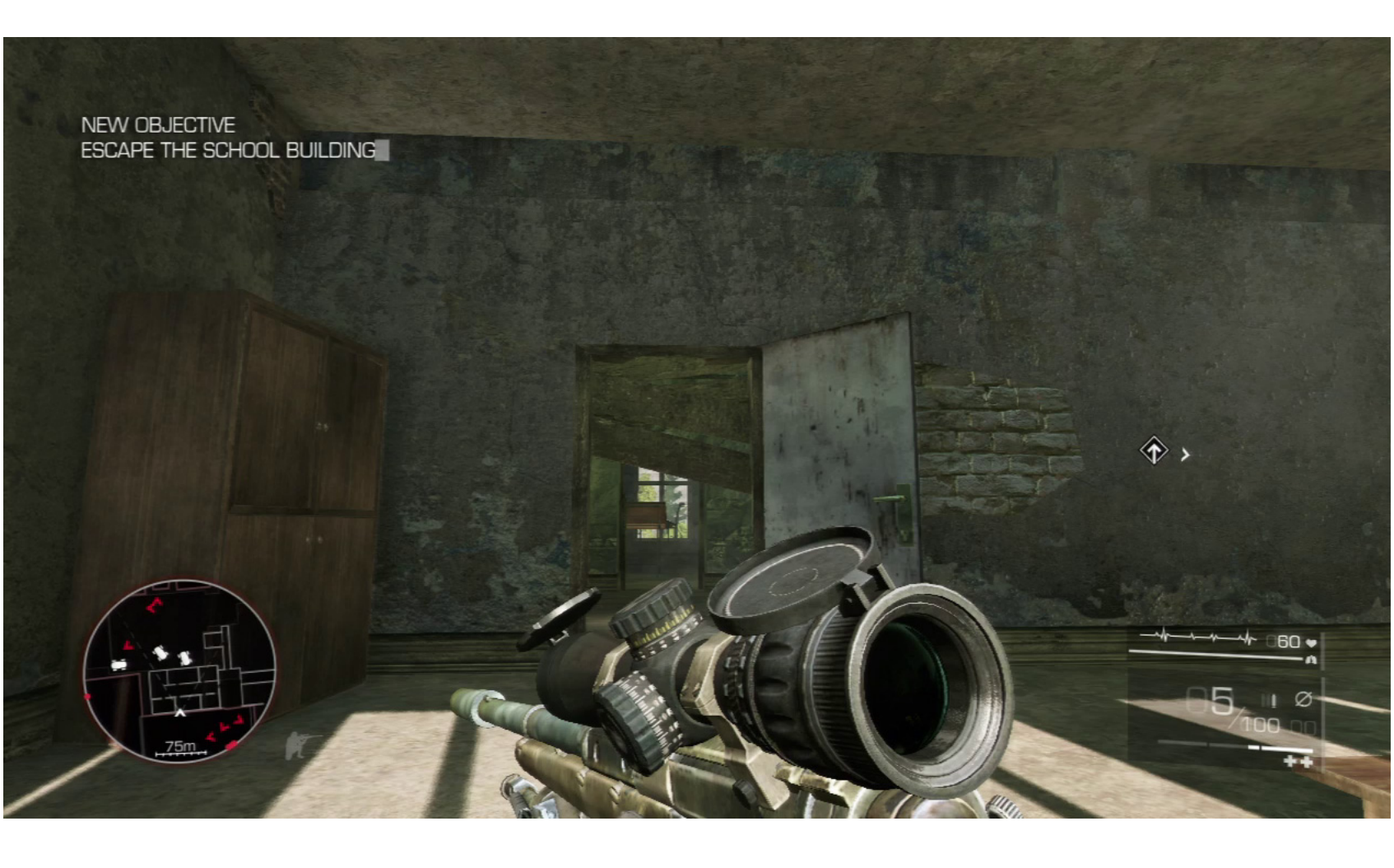




Once you're back to full capabilities with your sniper rifle, take on the enemy sniper across the street. Go prone and crawl back out to the hallway.

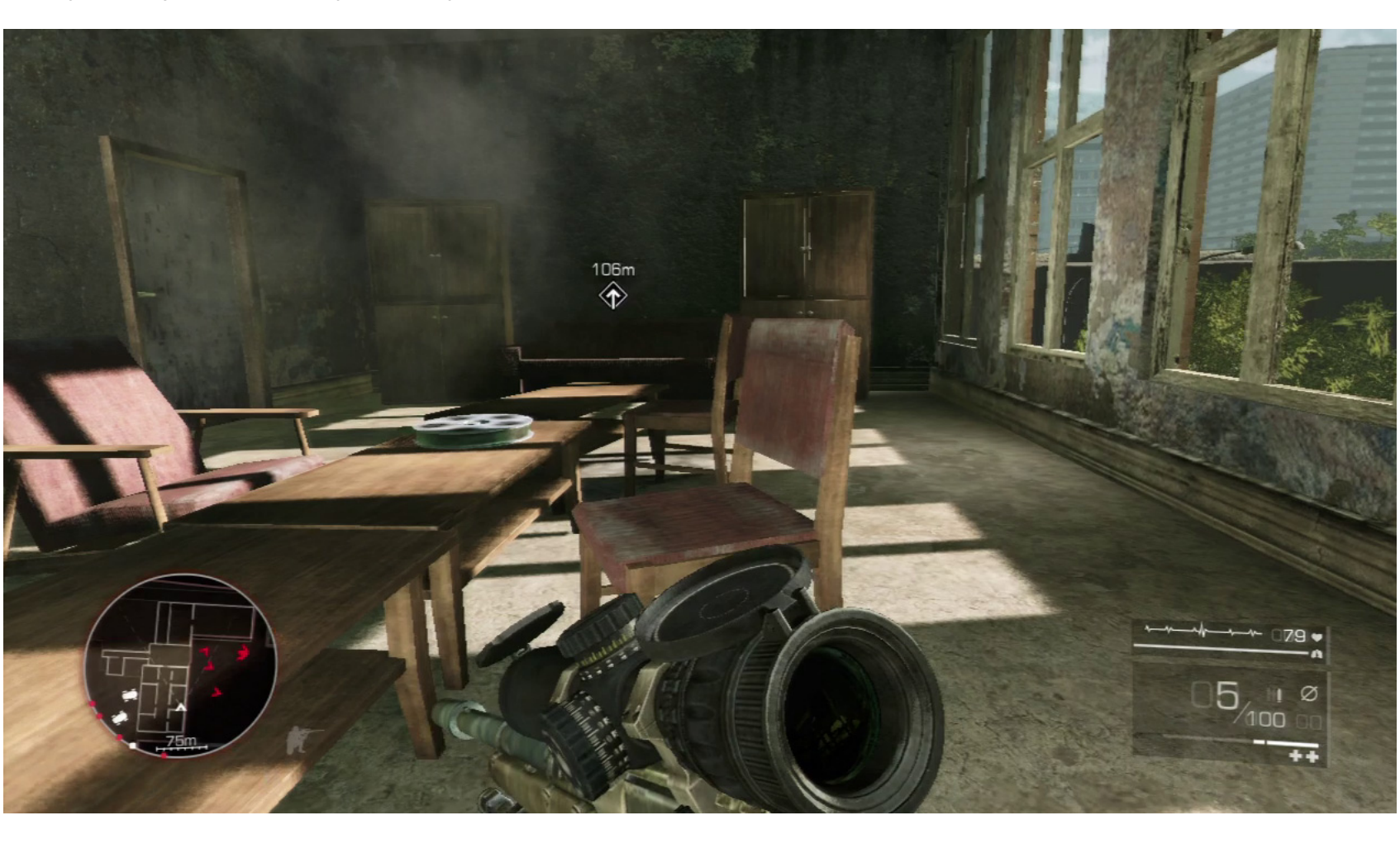
Use as much of the blown-out wall as you can for cover and try to pick off the sniper between the cracks. Don't wait for the Hit Indicator. Shoot quickly and aim for the chest to ensure a kill shot.

Act 2: Secret 9

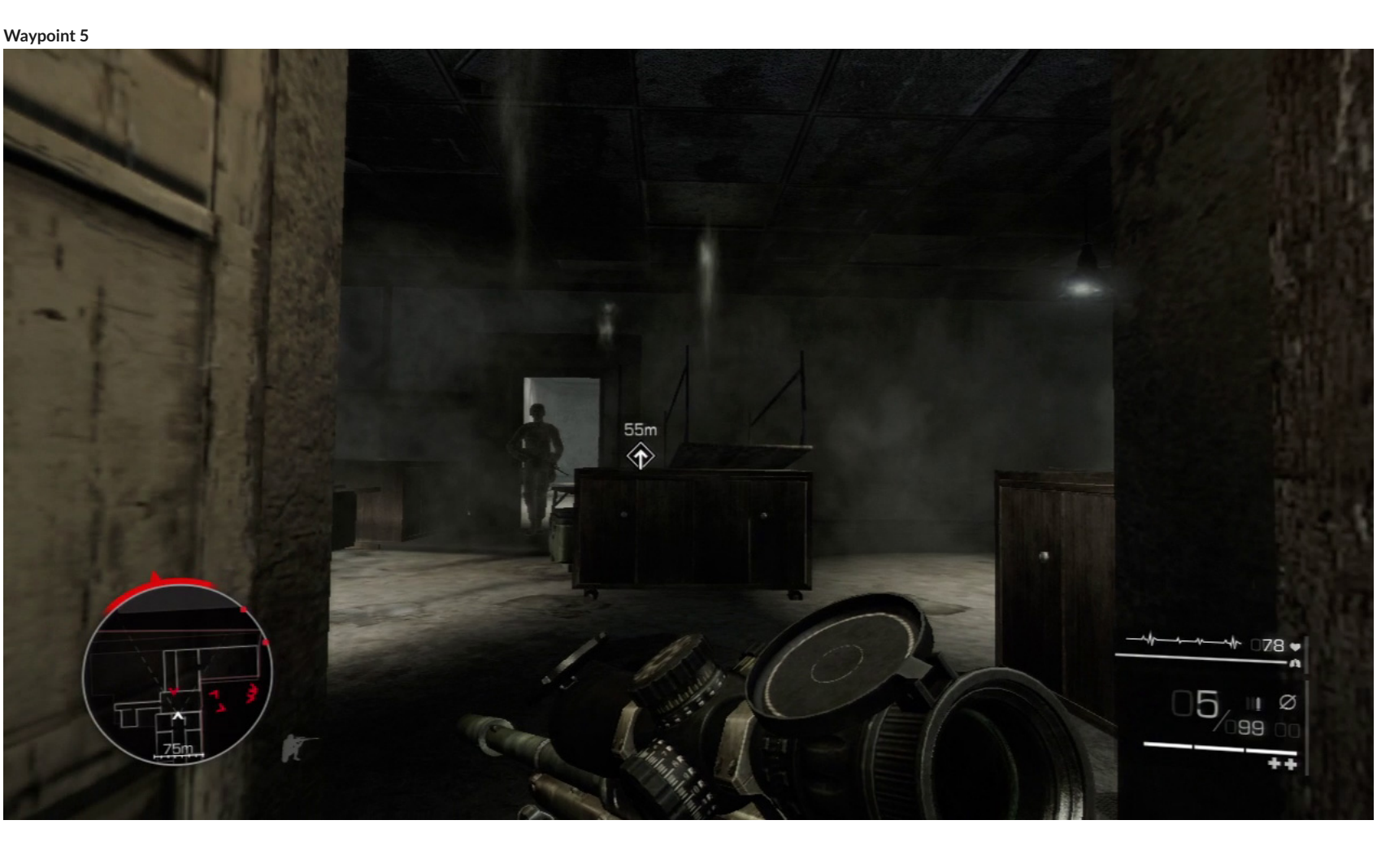


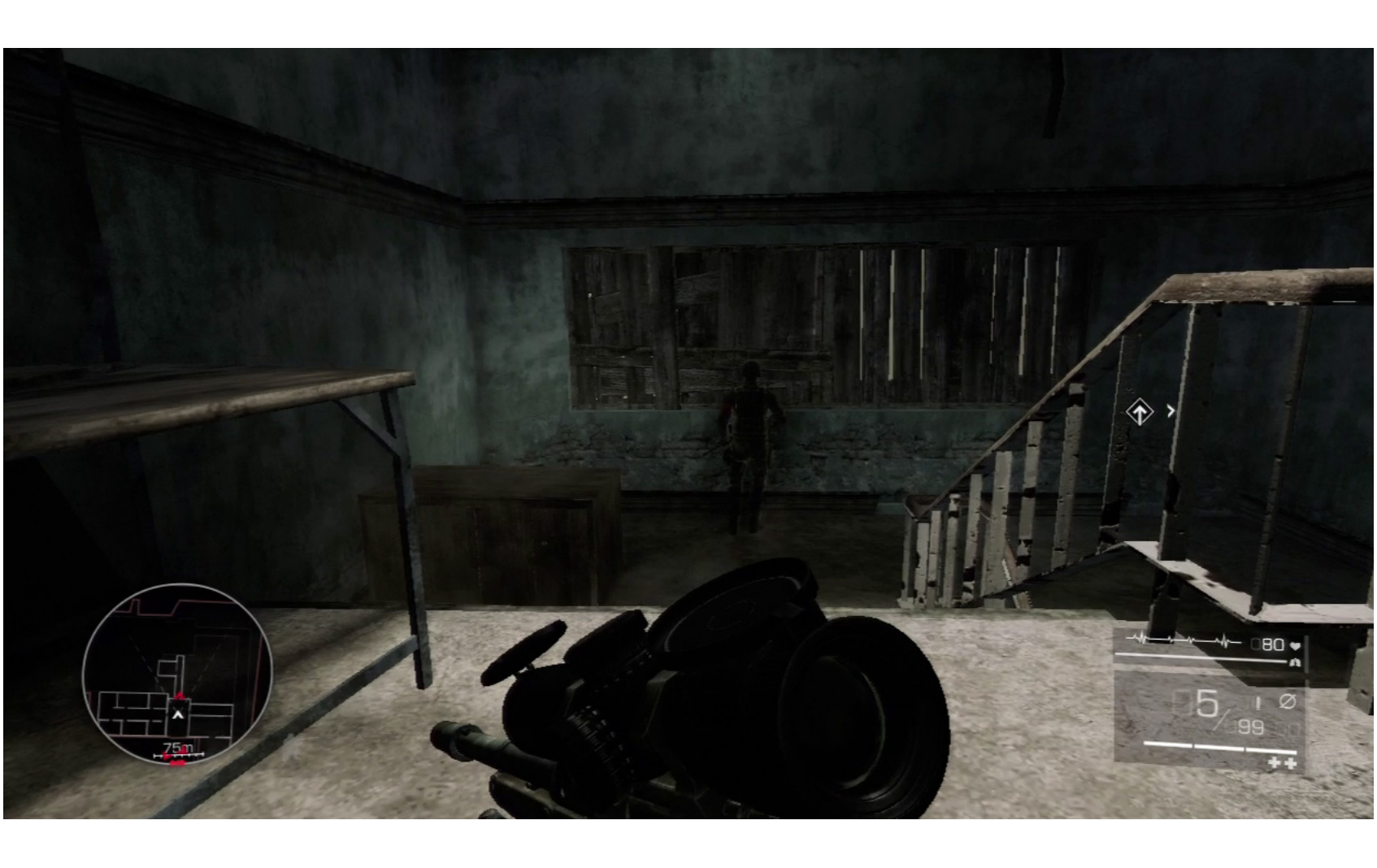
You can't miss this one! It's likely to be the easiest secret to find in the game. Look for the first film reel of the mission on the long table in the same room as your captured sniper rifle.

After you escape and retrieve your rifle, you'll have a bonus secret as well.



Waypoint 5

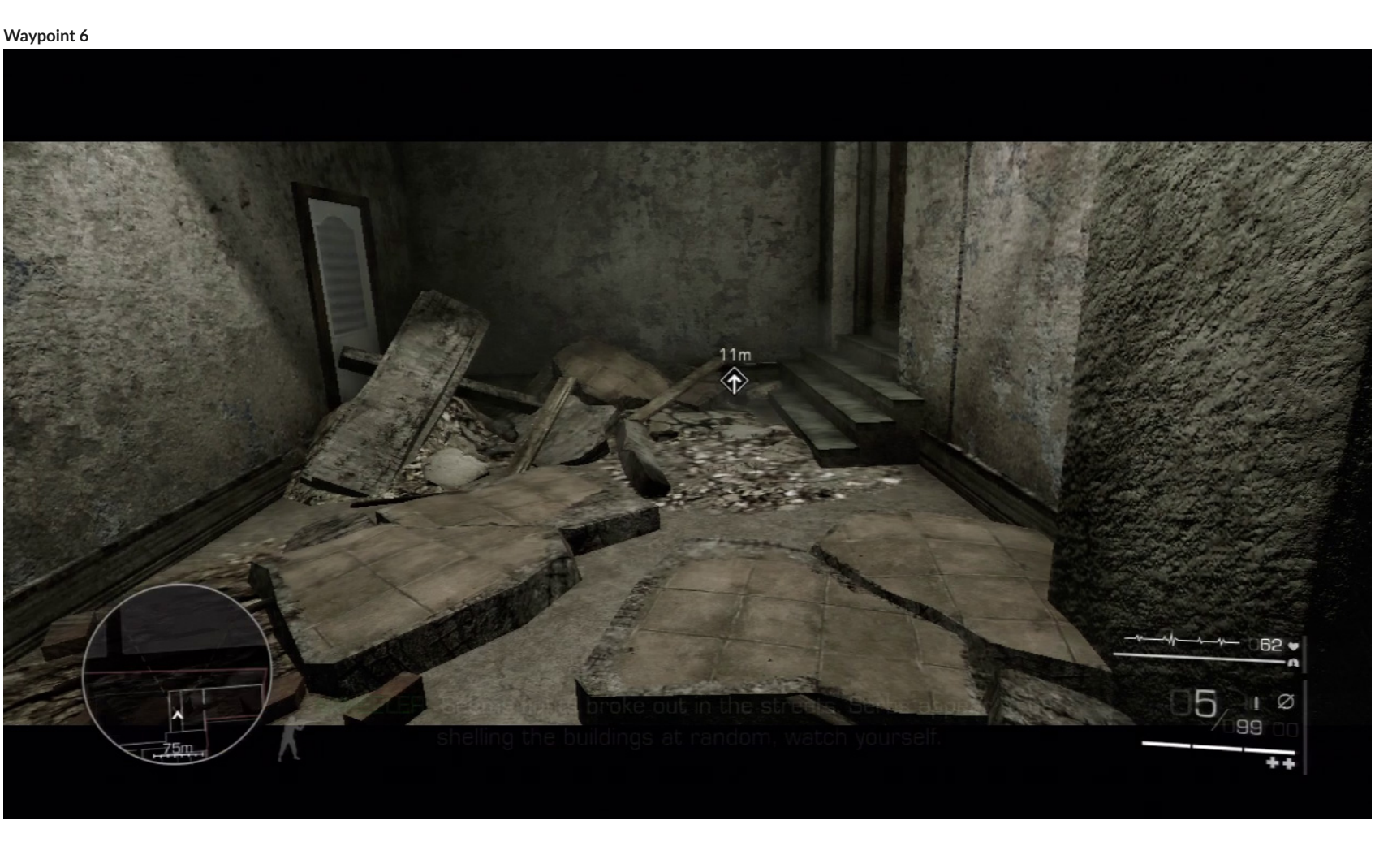




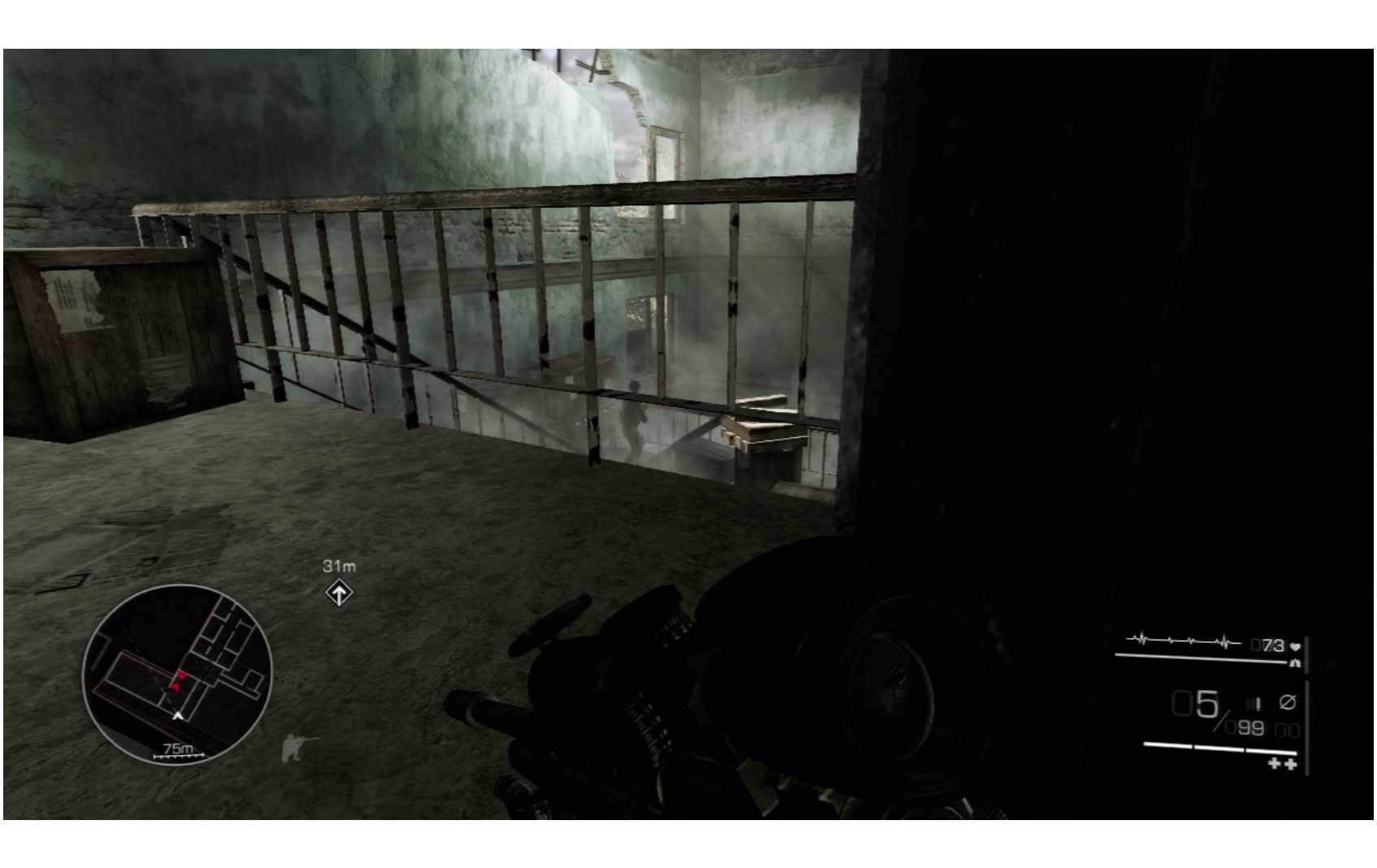
With the sniper dead, you can safely proceed back down the hallway from which you originally came. When you near the first staircase, pause in the doorway and you'll see the far door open.

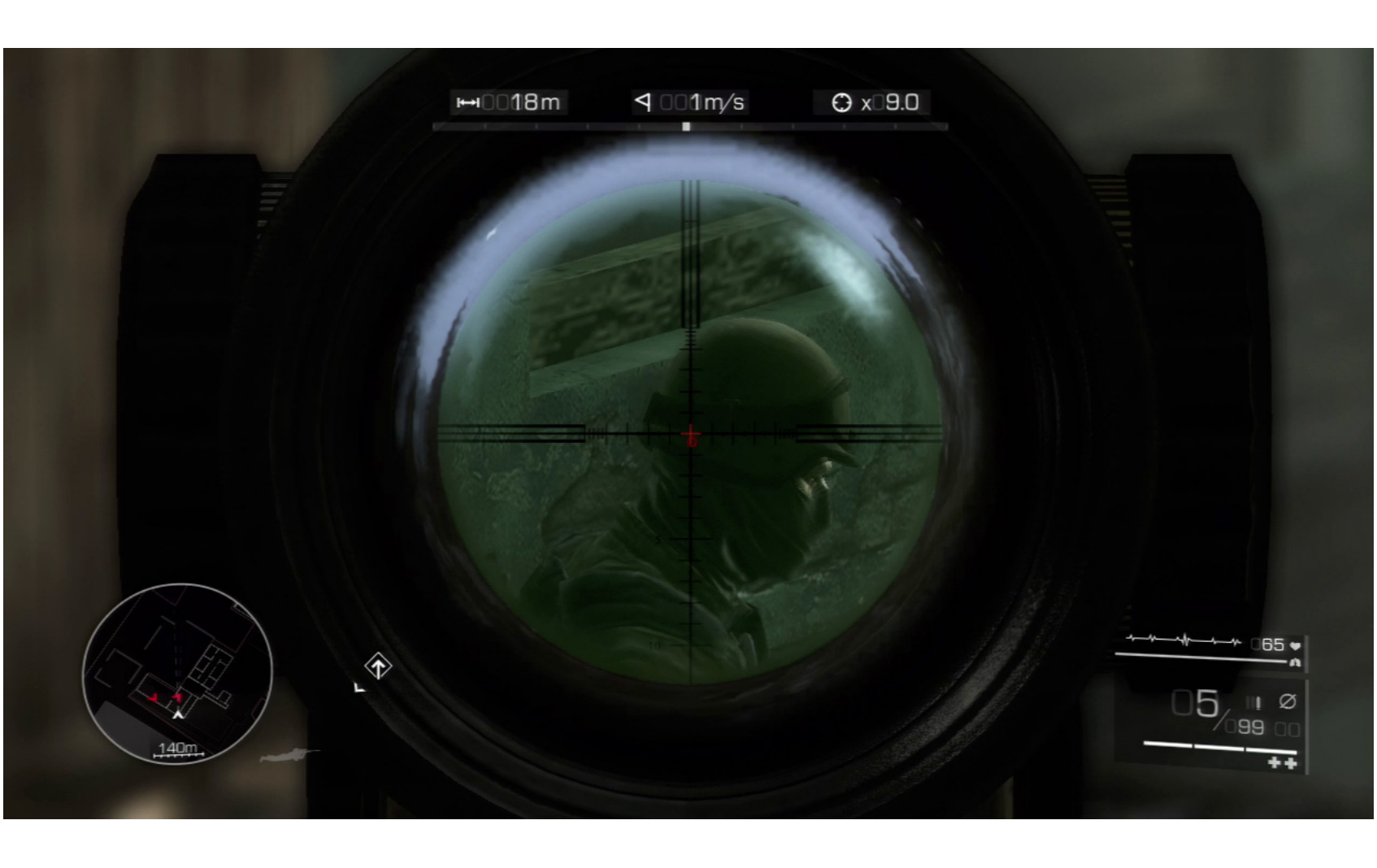
Slide back into the shadows and let the lone guard walk into the room and down the stairs. When he stops on the landing, sneak up behind him and execute him with a stealth kill.

Waypoint 6



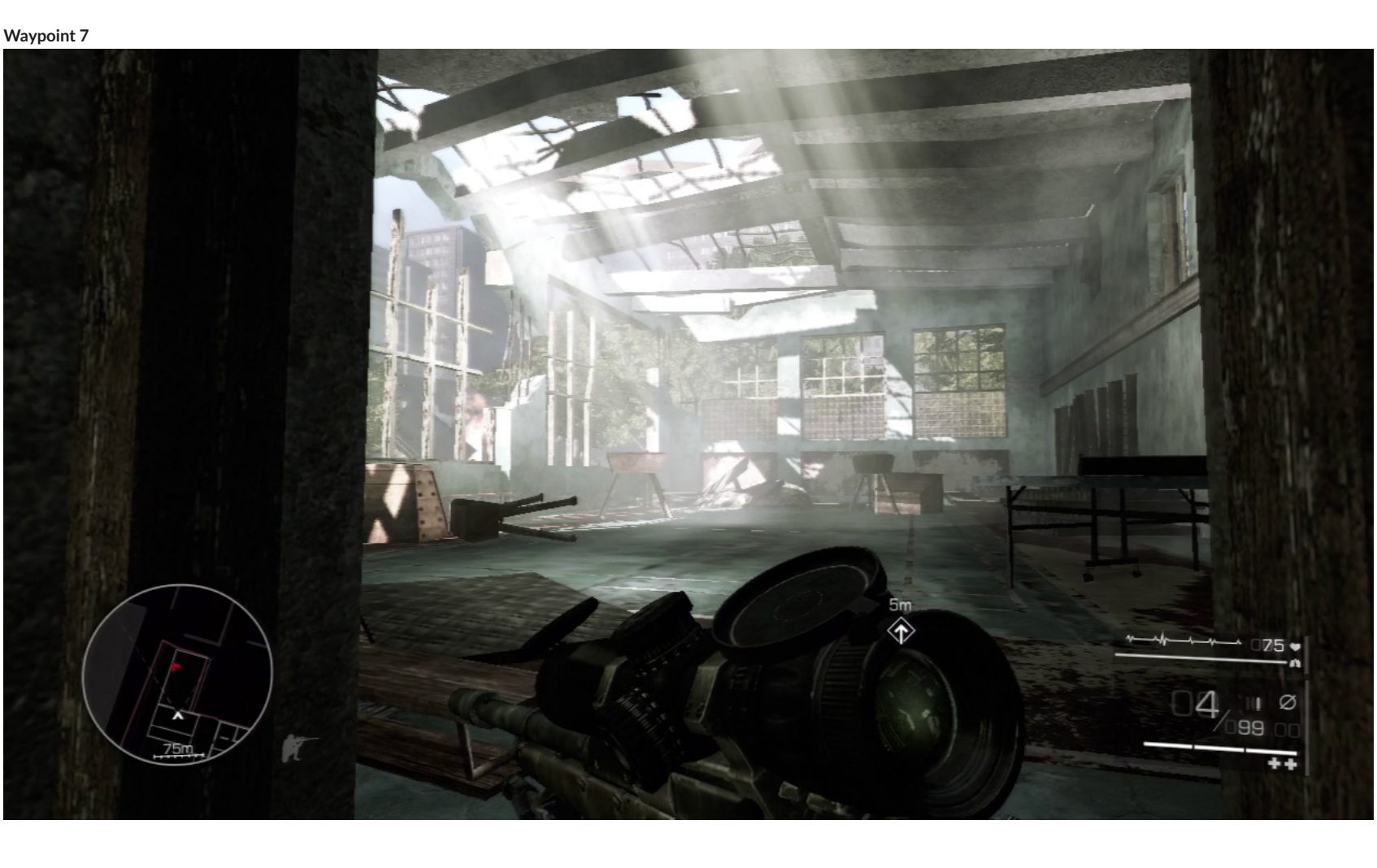
When you enter the next hallway, a shell hits the building and almost brings the whole ceiling down on you. Dust yourself off and continue on to the next set of stairs going down.

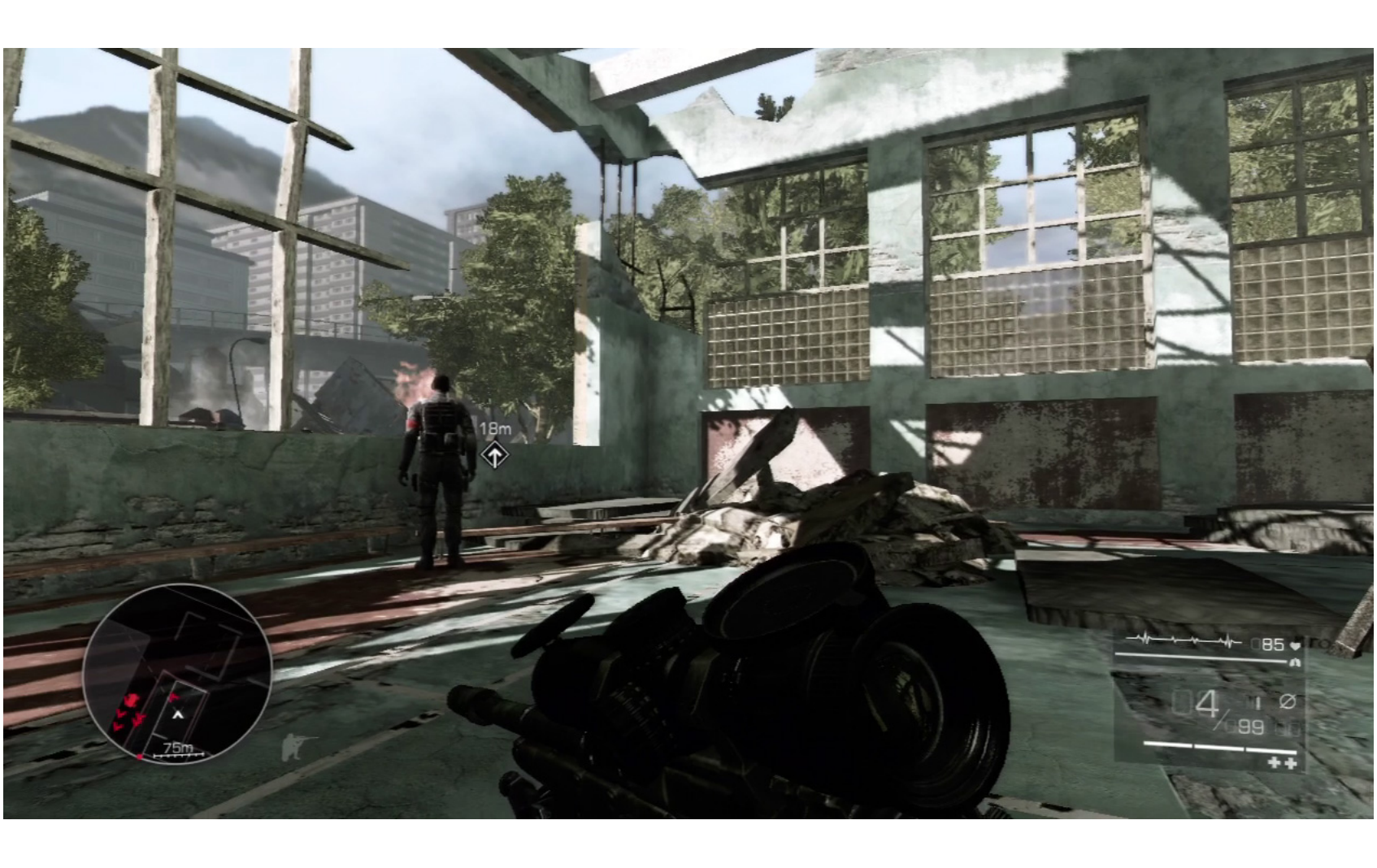




Two enemies talk at the bottom of the staircase. Wait for them to break apart before you attack the first guard. Zoom in on him for an easy shot from the top of the stairs.

Waypoint 7





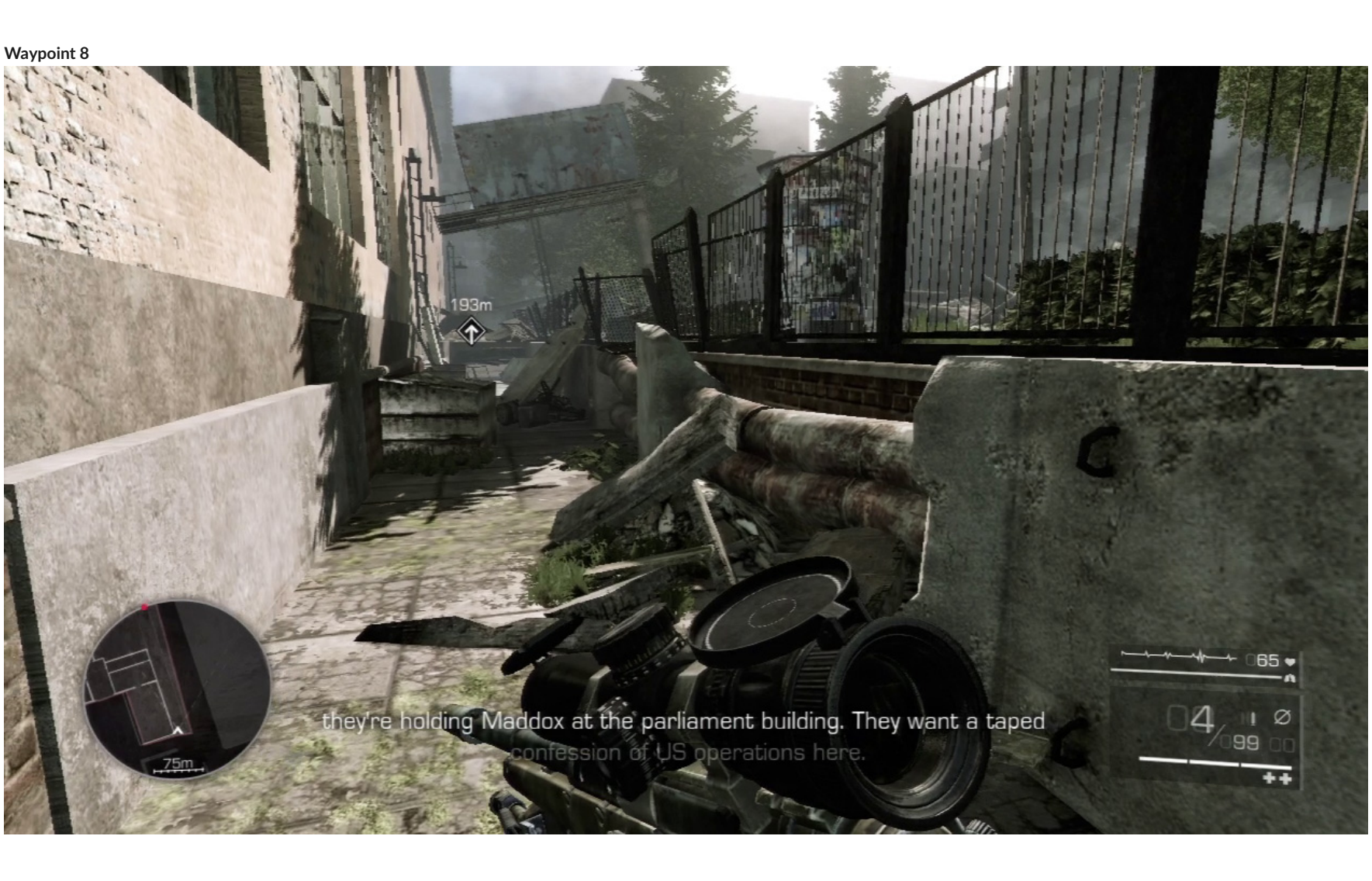
Descend the stairs and pass the enemy you just killed. Follow the path that the second guard took when he broke off from the first guard. It leads you to the far room, and the second enemy stands at a new post, looking out the window.

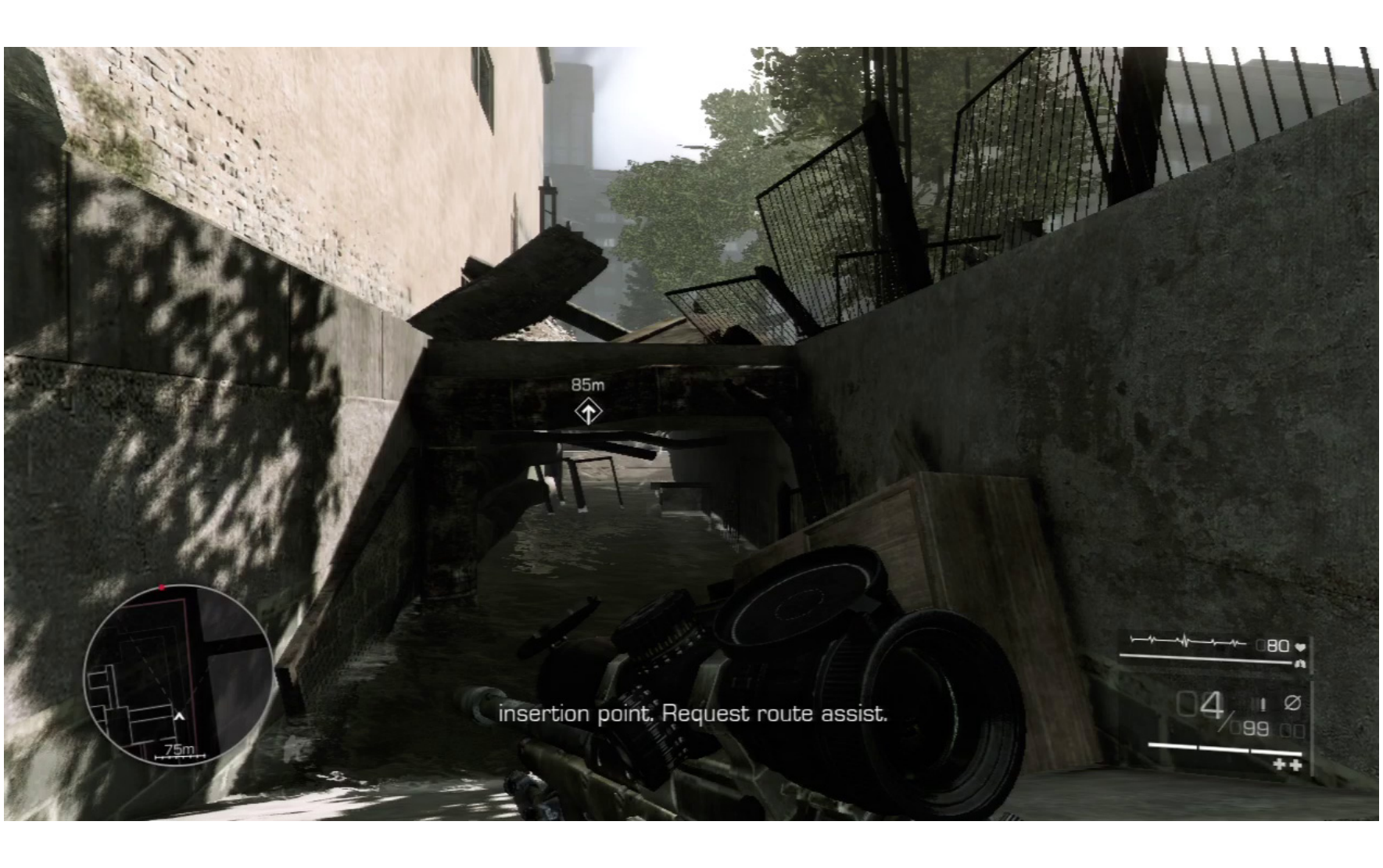
An enemy patrol slowly motors along in the street outside the building; wait for this patrol to pass before you take any action. You can either take a shot at this guard from the doorway, or you can sneak up and cut him down with a stealth kill.

Mission 6: Ghosts of Sarajevo

6.3 Waypoints 8-14

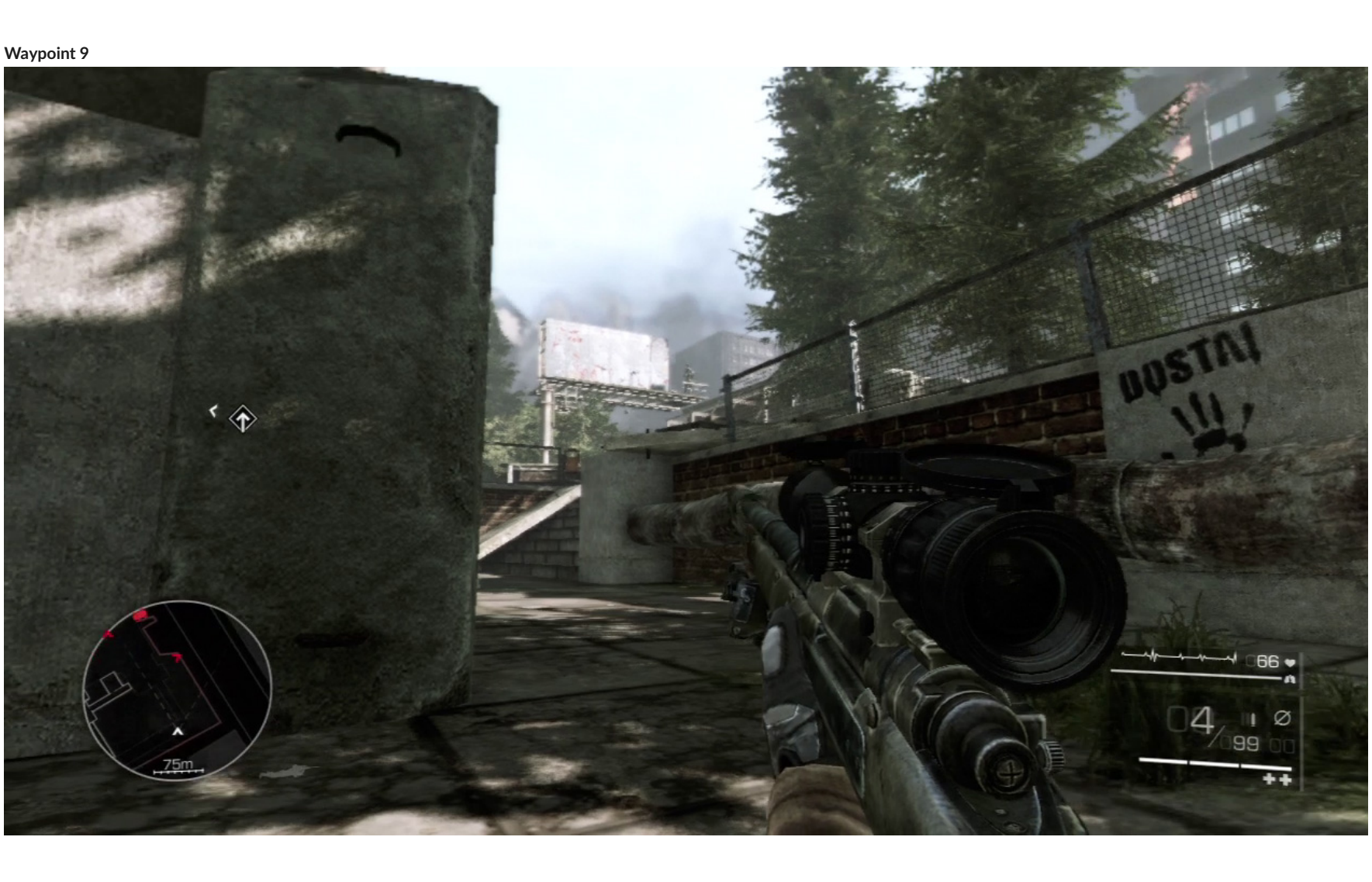
Waypoint 8

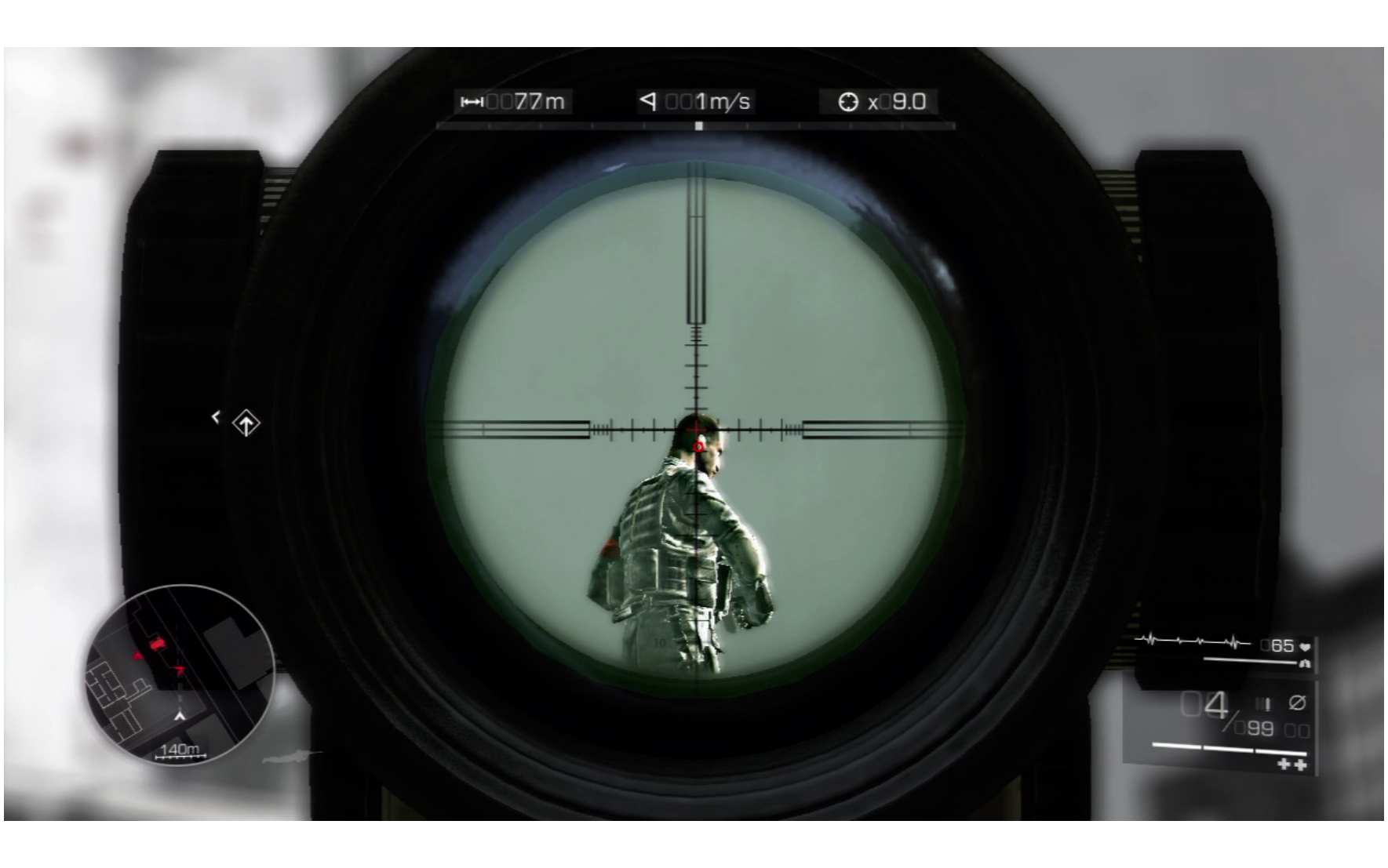

they're holding Maddox at the parliament building. They want a taped
confession of US operations here.



Climb over the windowsill by the dead guard and drop down into the culvert that runs along the street. Crouch and follow this culvert downstream until it becomes flooded. Stand up and wade through the waters until you reach the dry ramp leading up to the building's corner.

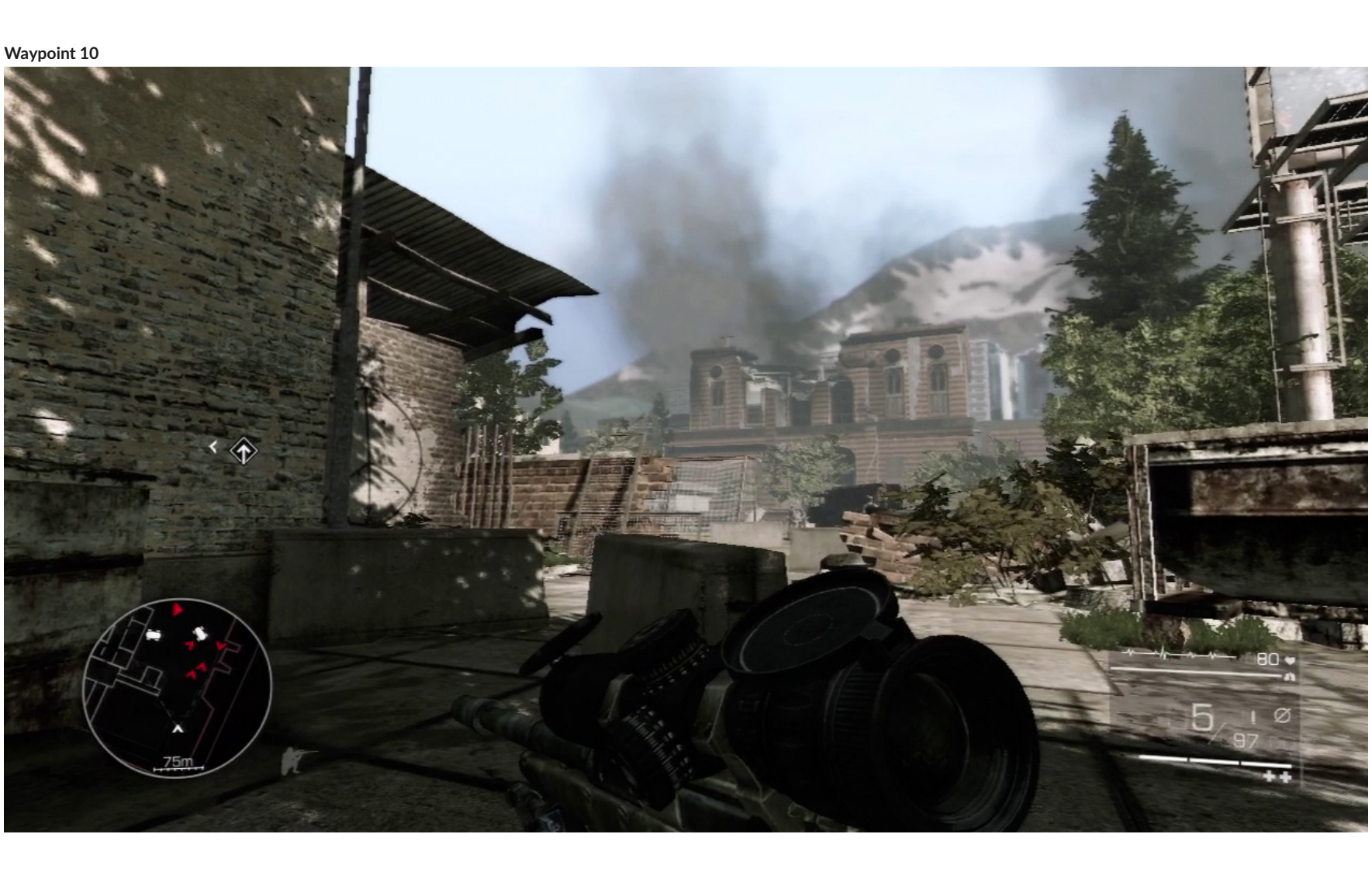
Waypoint 9



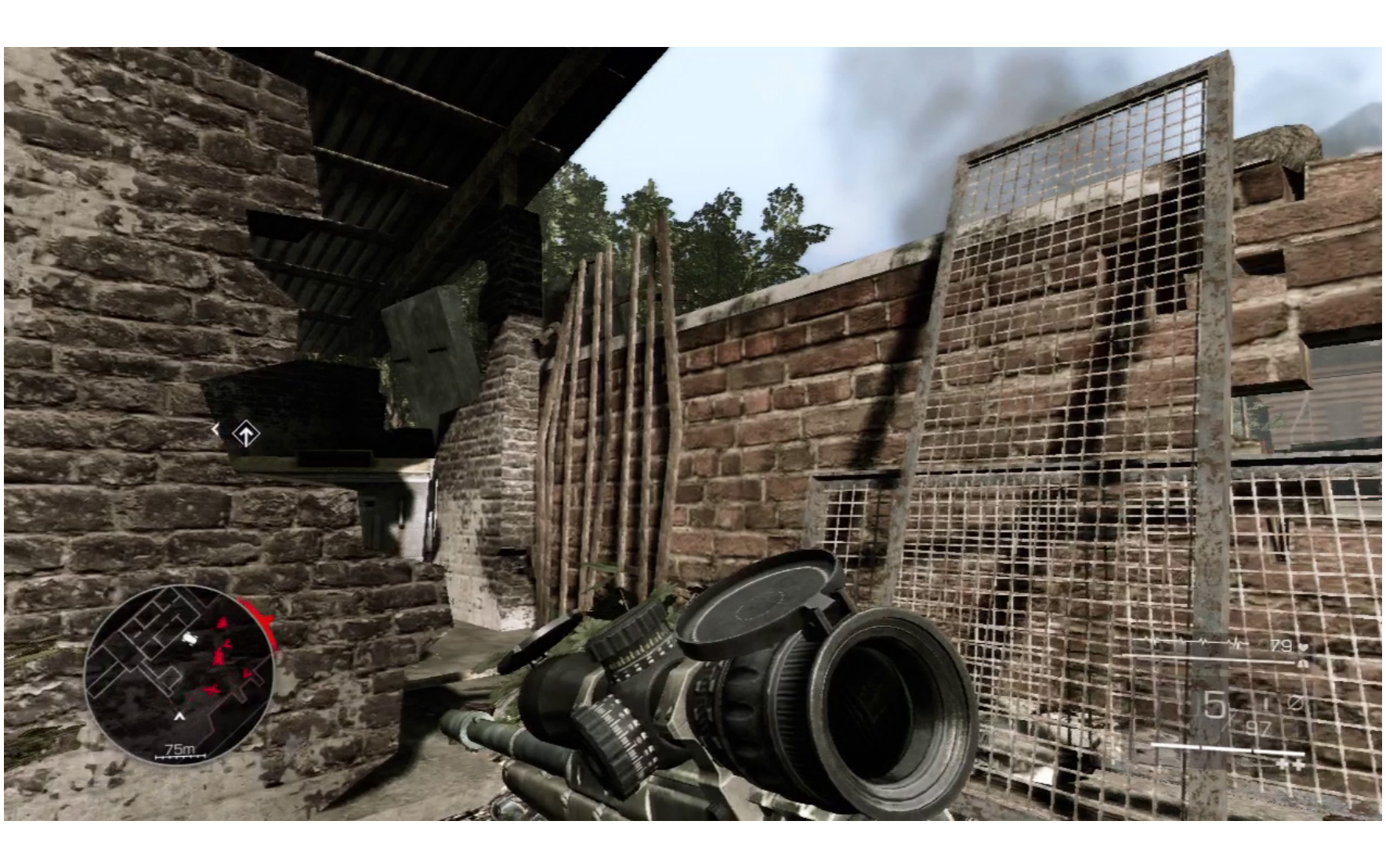


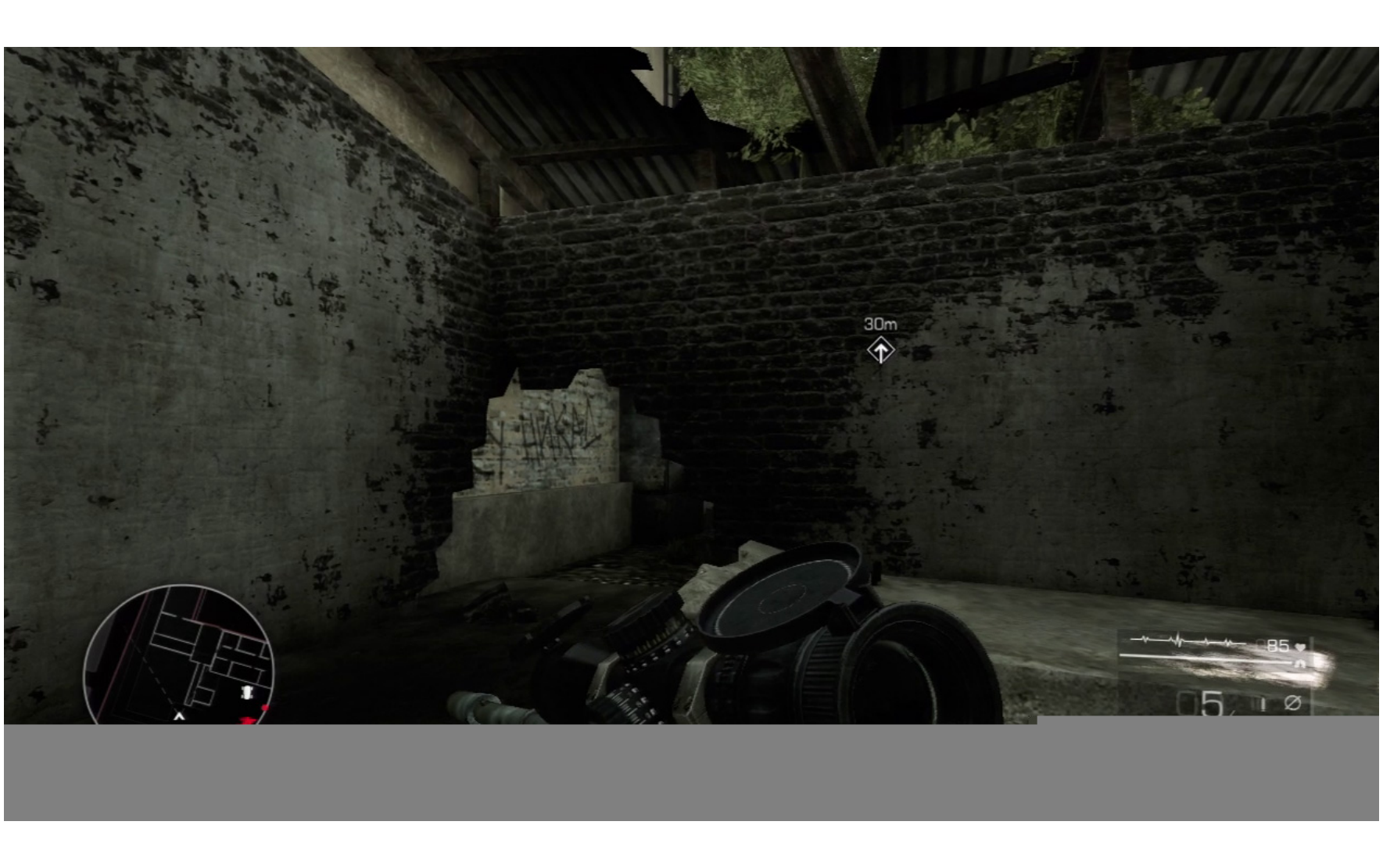
At the building corner, drop prone and watch for movement up on the billboard in the distance. A single guard patrols the billboard's catwalk. When he pauses at the corner to the right, zoom in for a headshot and pull the trigger.

Waypoint 10



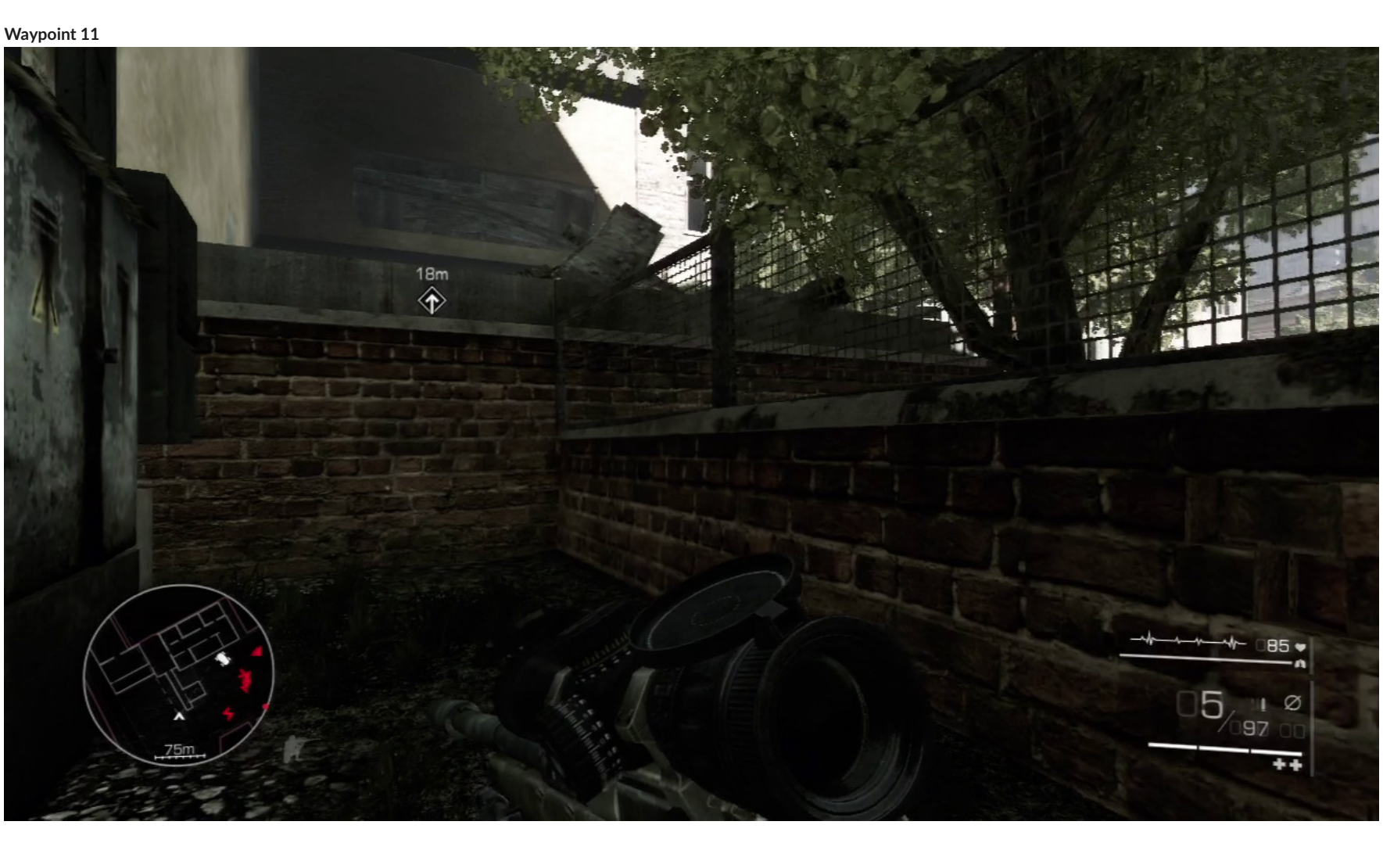
Take the steps under the billboard and sneak toward the courtyard in front of the library. There are far too many enemies to fight through this courtyard; you must use stealth and go around. Stay in a crouch and slip through the concrete dividers and veer to the left of the broken brick wall.

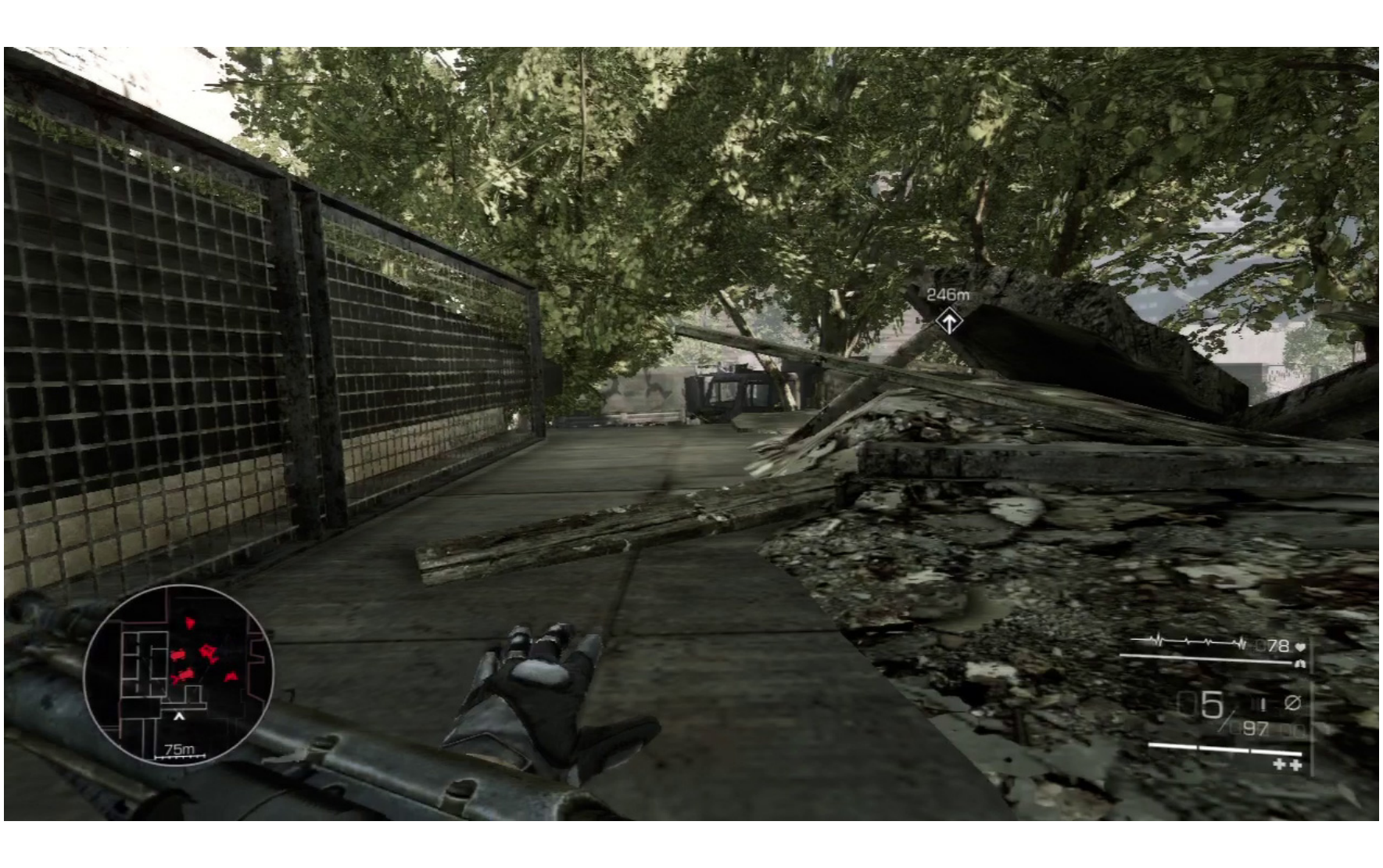




Cut through the hole in the side of the building and look for a second hole in the building's back corner.

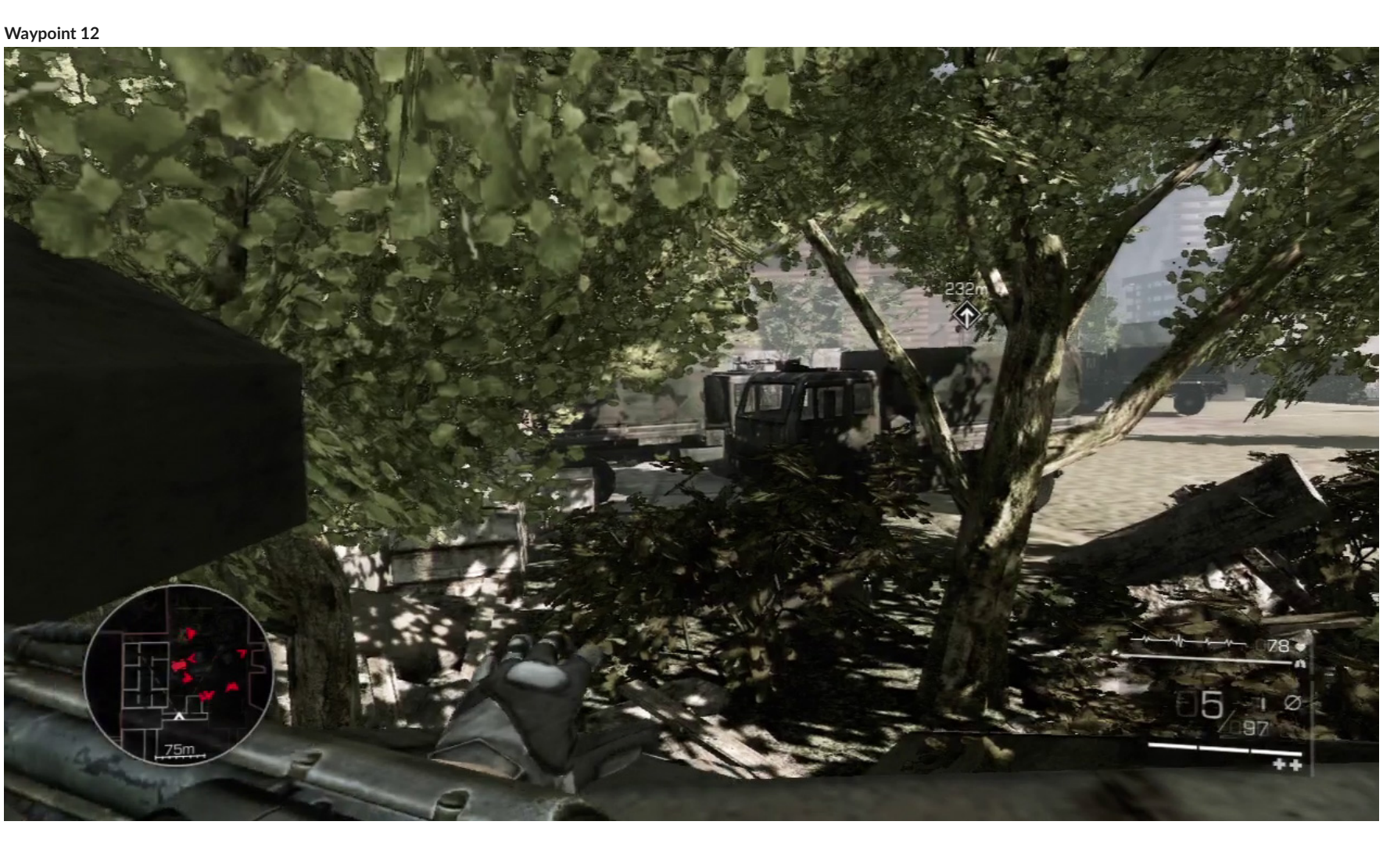
Waypoint 11

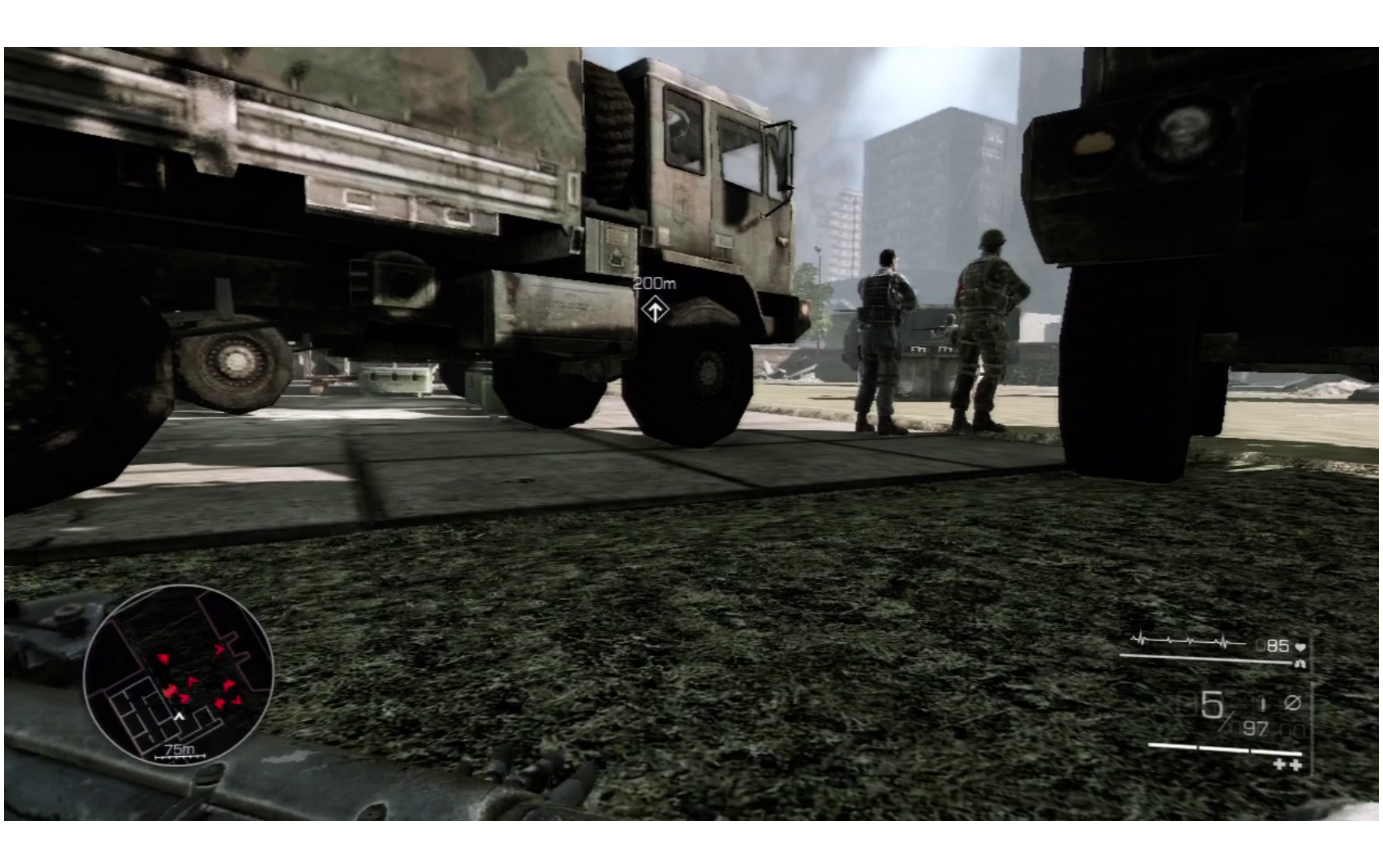




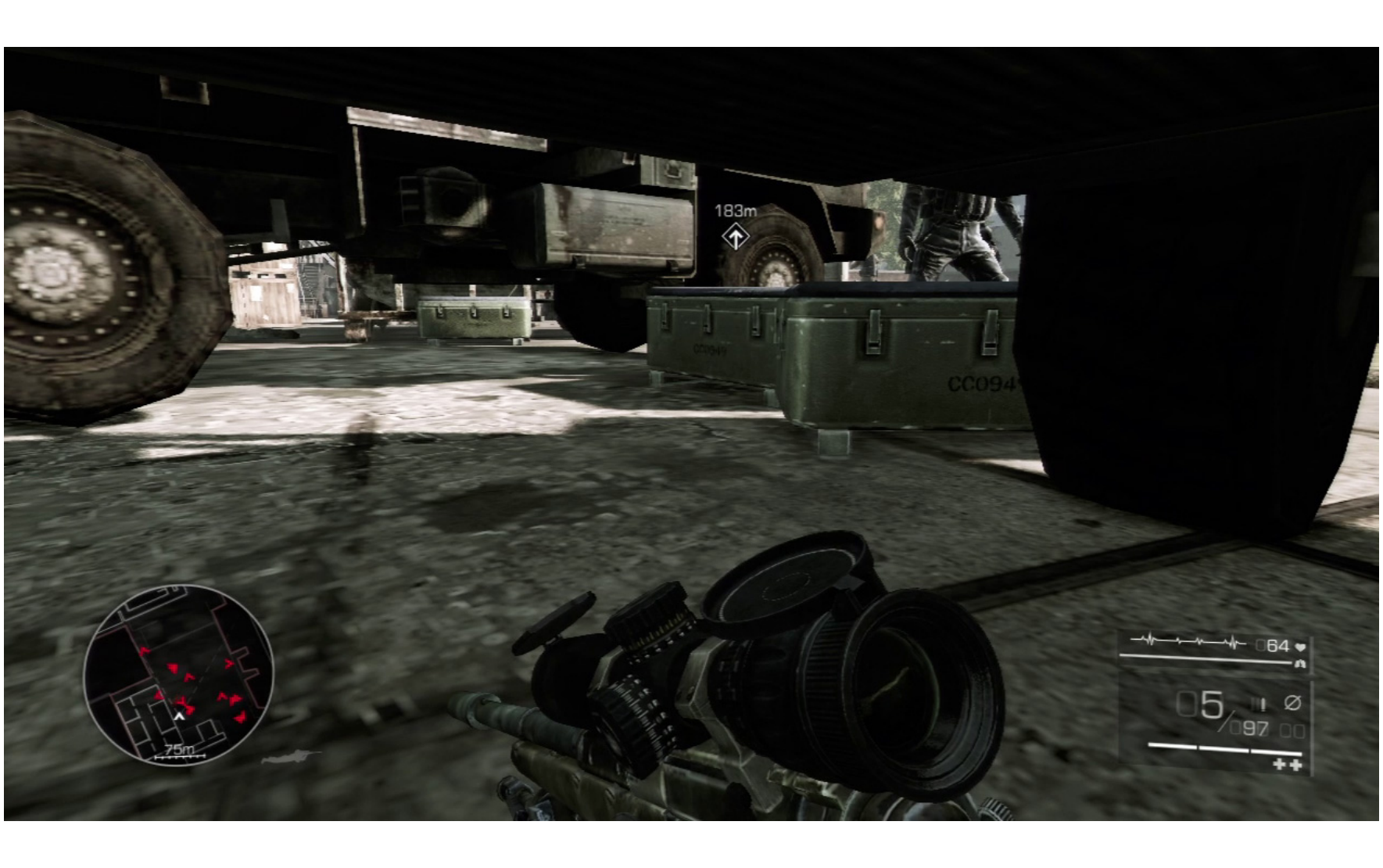
Continue to stay hidden and take the side yard beside the house. Climb the back wall and go prone as soon as you clamber up. Wiggle along the perimeter until you can see the many guards milling about the heavily patrolled courtyard.

Waypoint 12





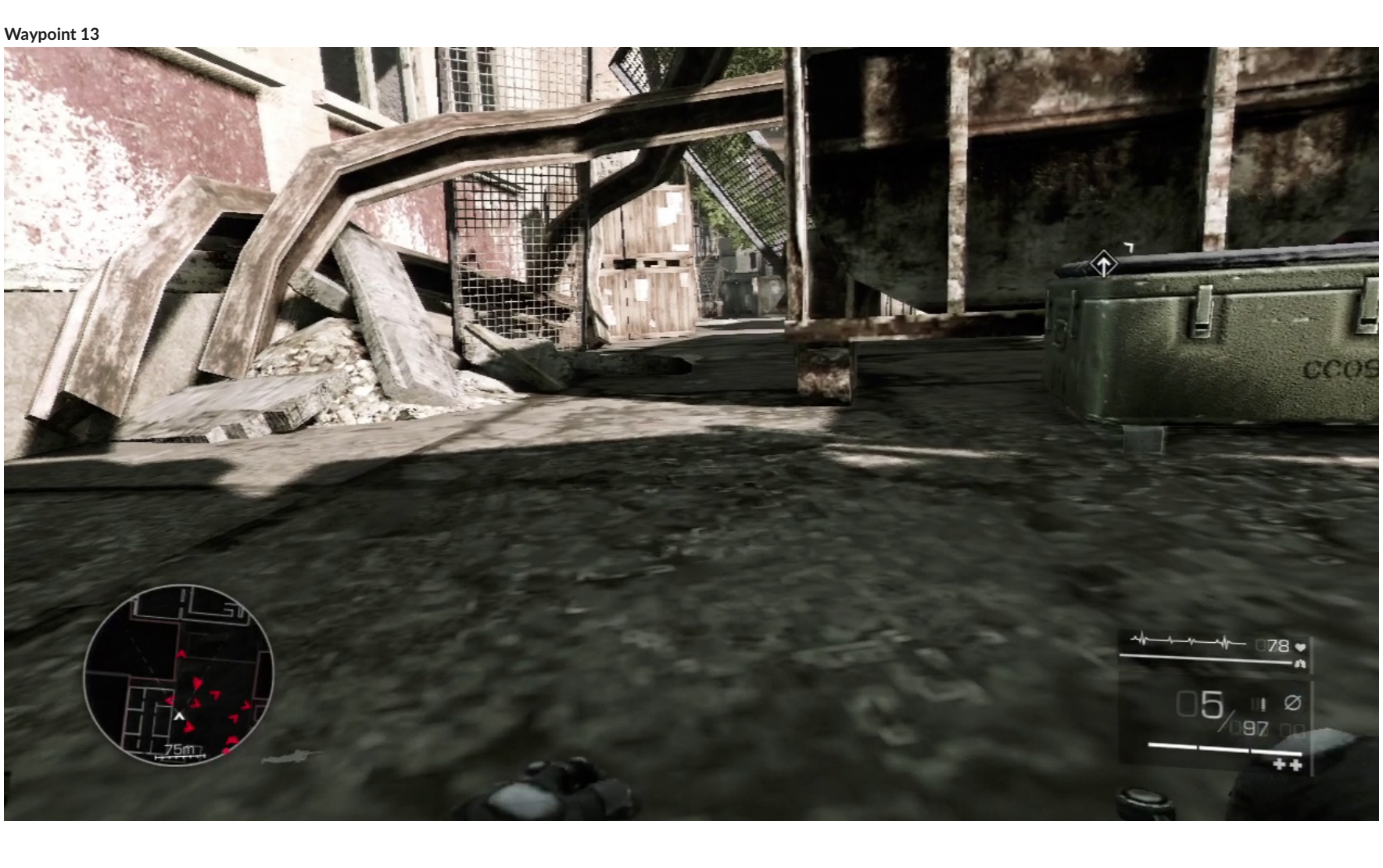
You have to time your crawl perfectly through the next series of guards. Wait until the patrols have dispersed around the courtyard and then crawl down the ramp and through the brush toward the first truck. Pass behind the two guards looking out into the courtyard.

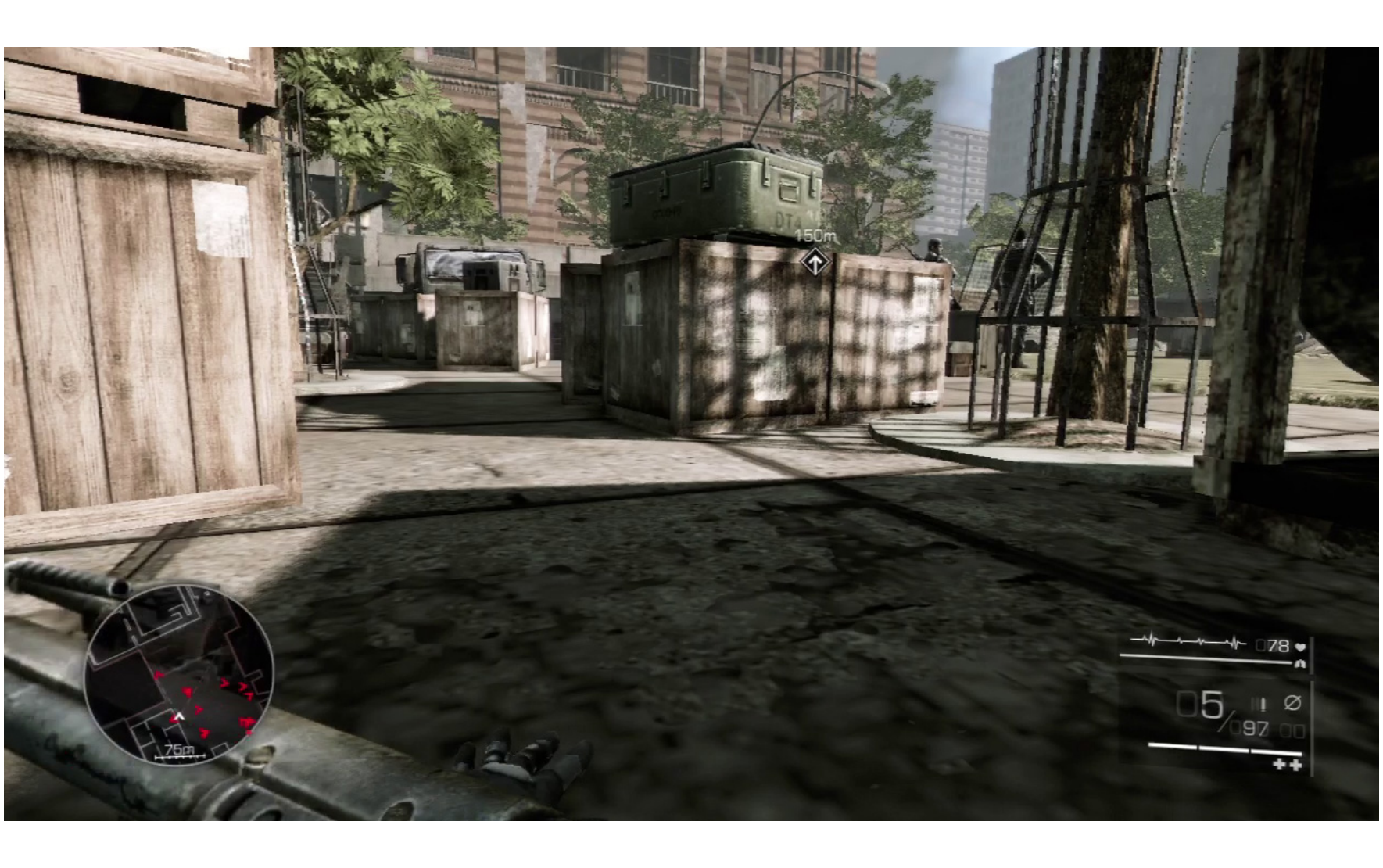


Stop under the second truck. The way may seem clear, but as you wait a guard steps out from the vehicle's passenger side.

If you continue crawling he will spot you; however, if you wait a few seconds, the guard will turn around and walk out into the courtyard, leaving the way free once again for you to crawl under the third truck.

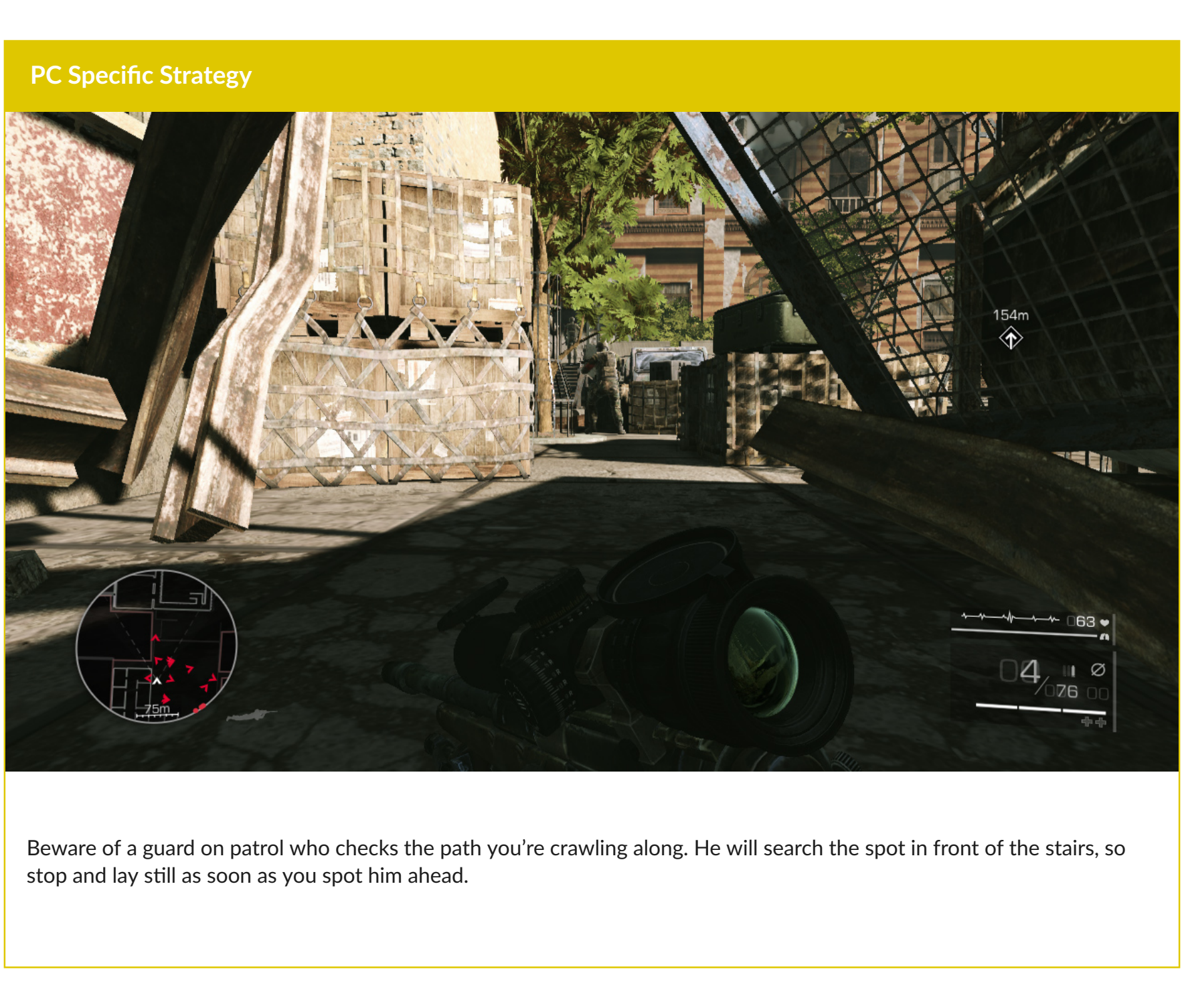
Waypoint 13



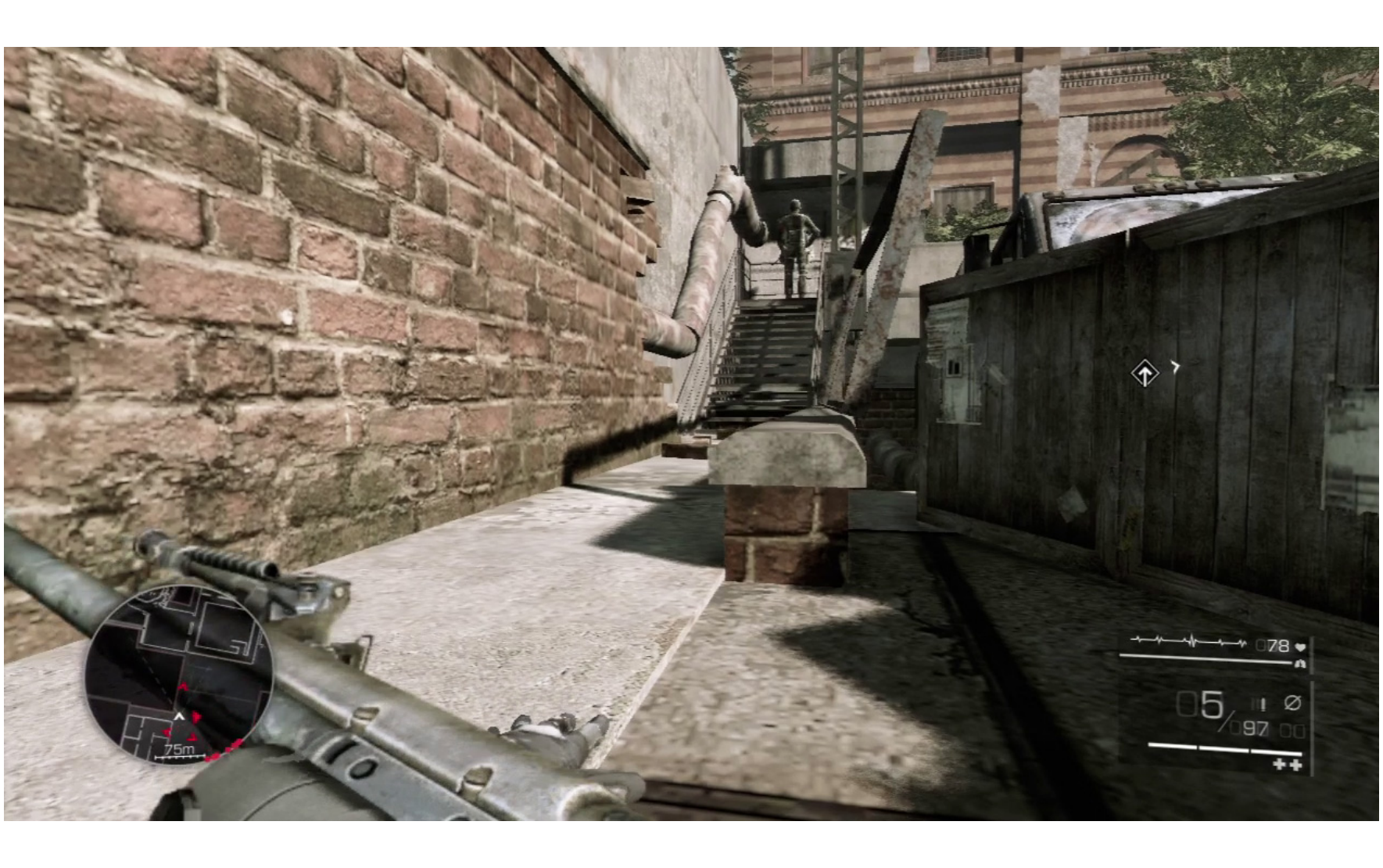


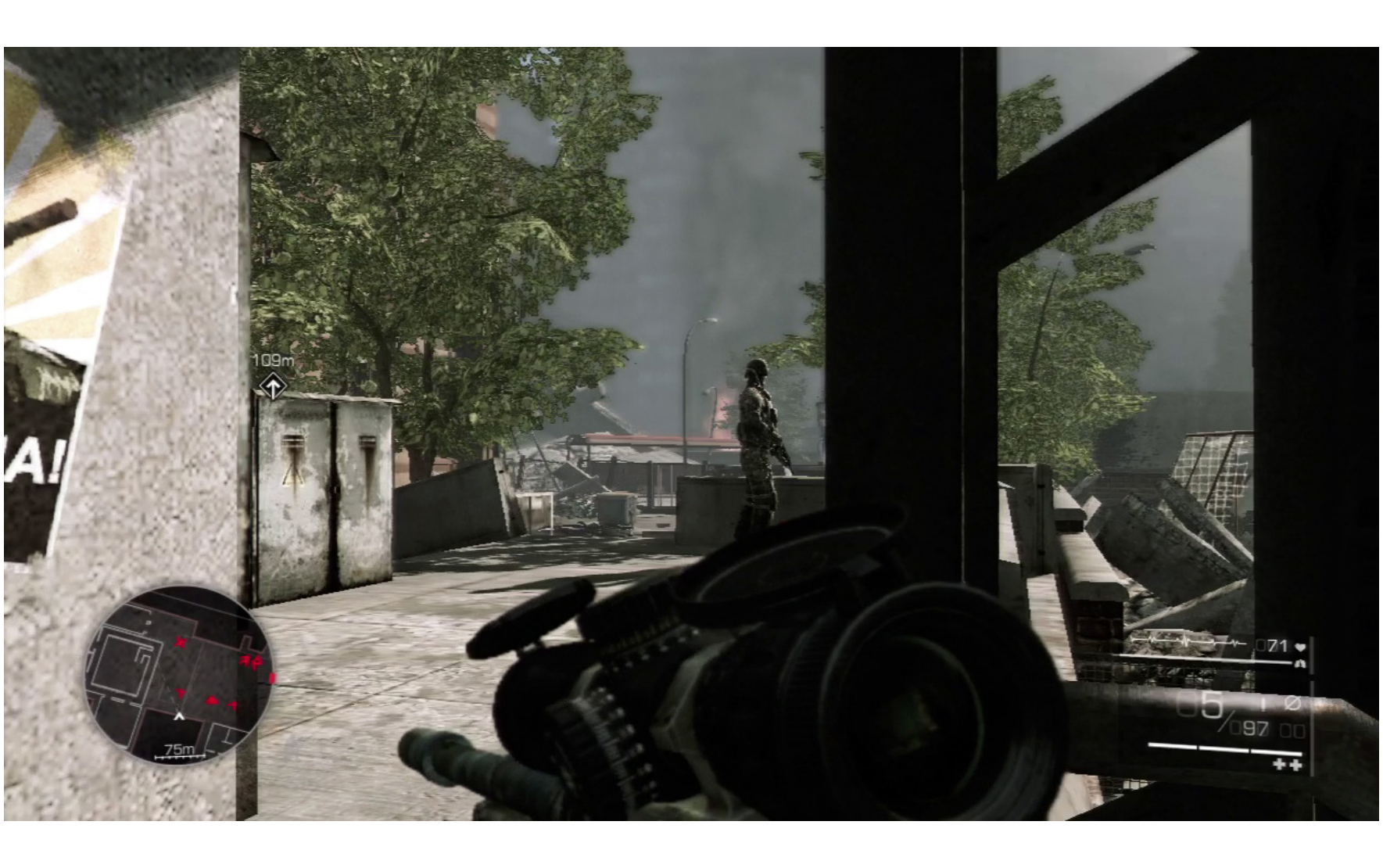
Press forward, staying as low to the ground as you can to avoid enemy attention. Crawl under the twisted girders and behind another pair of guards talking in the courtyard.

PC Specific Strategy



Beware of a guard on patrol who checks the path you're crawling along. He will search the spot in front of the stairs, so stop and lay still as soon as you spot him ahead.

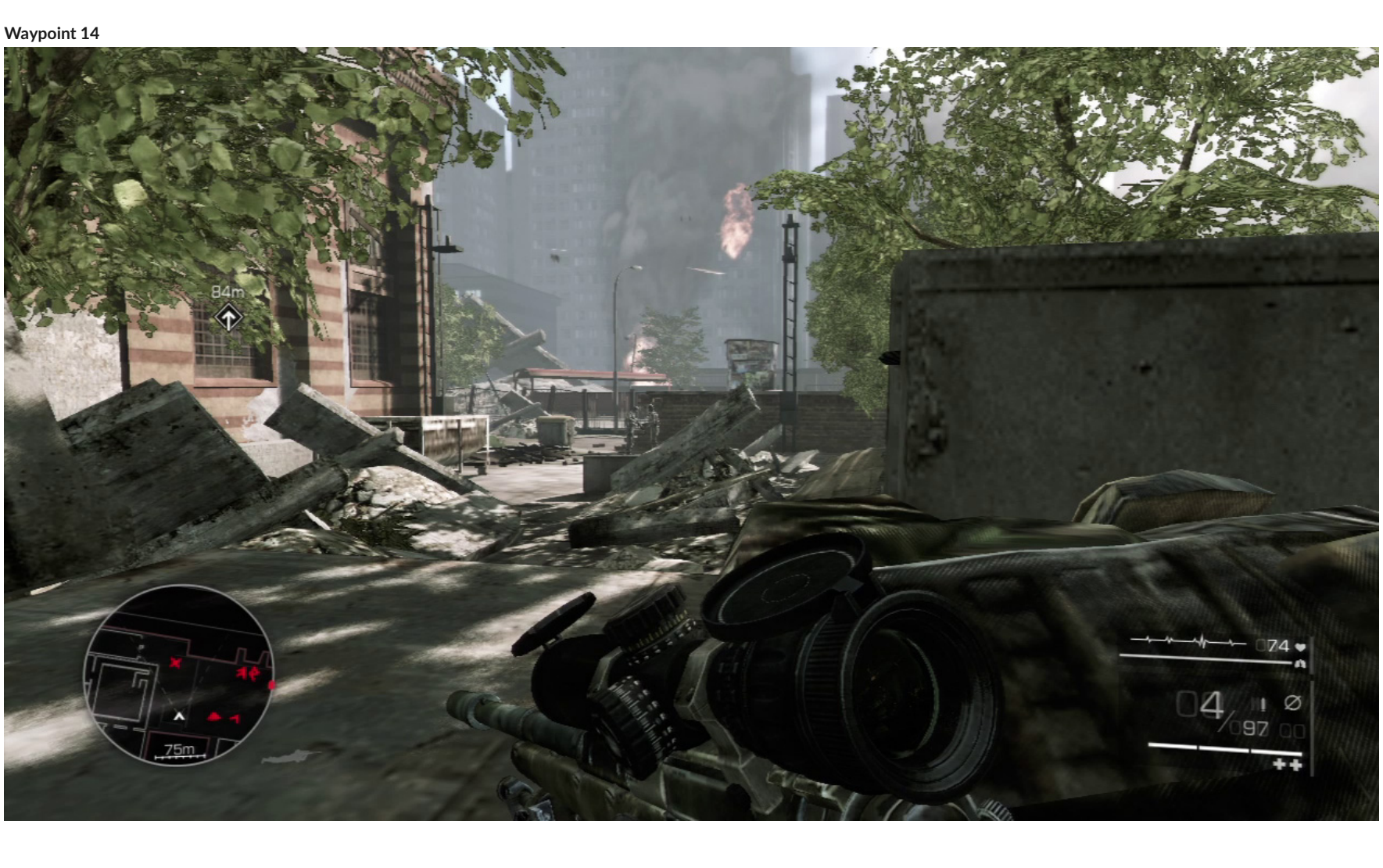


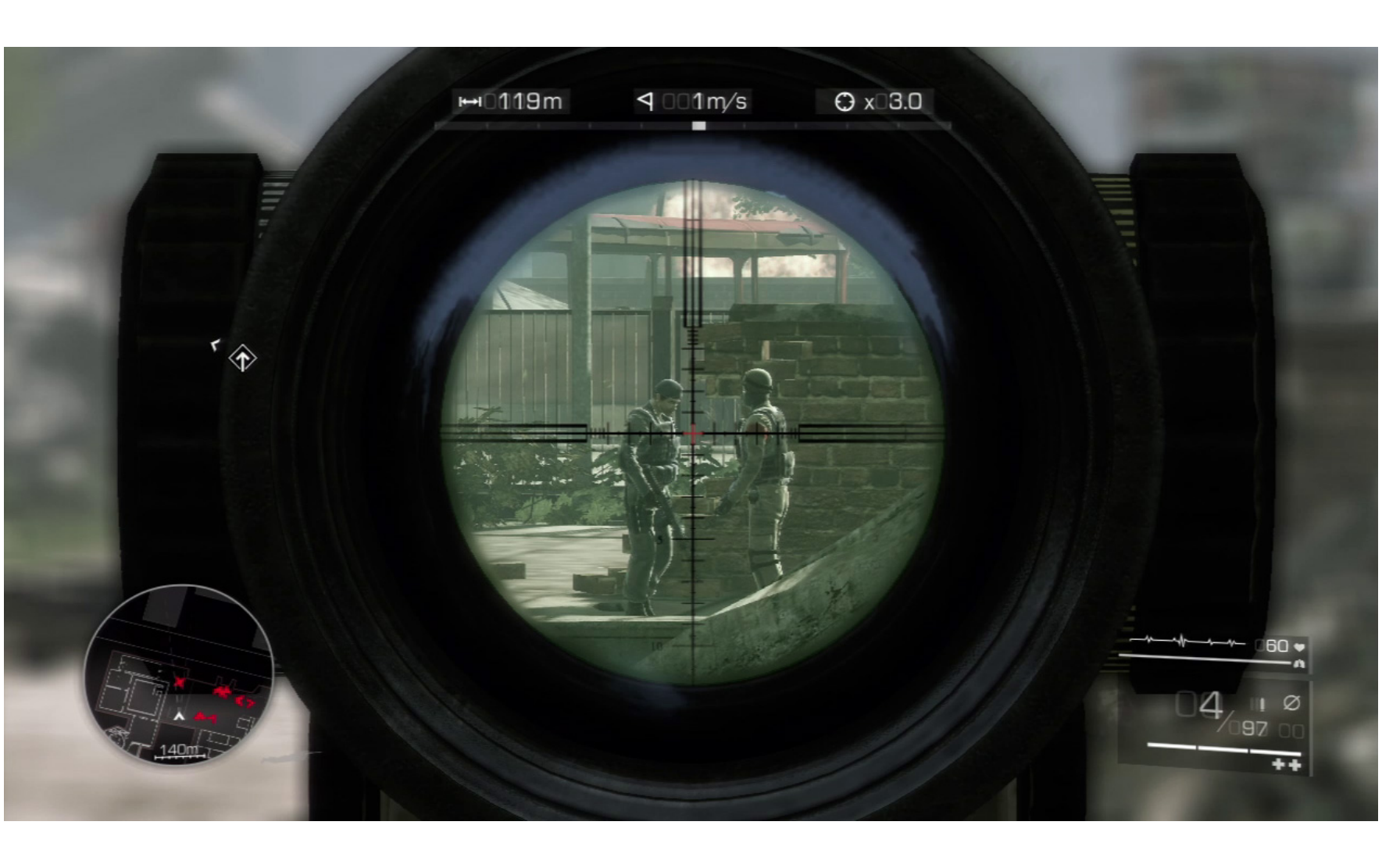


Hug the brick wall behind the second guard pair and you'll see a metal staircase at the corner of the courtyard. A single guard stands with his back to you, but as you approach he will walk farther out on the landing.

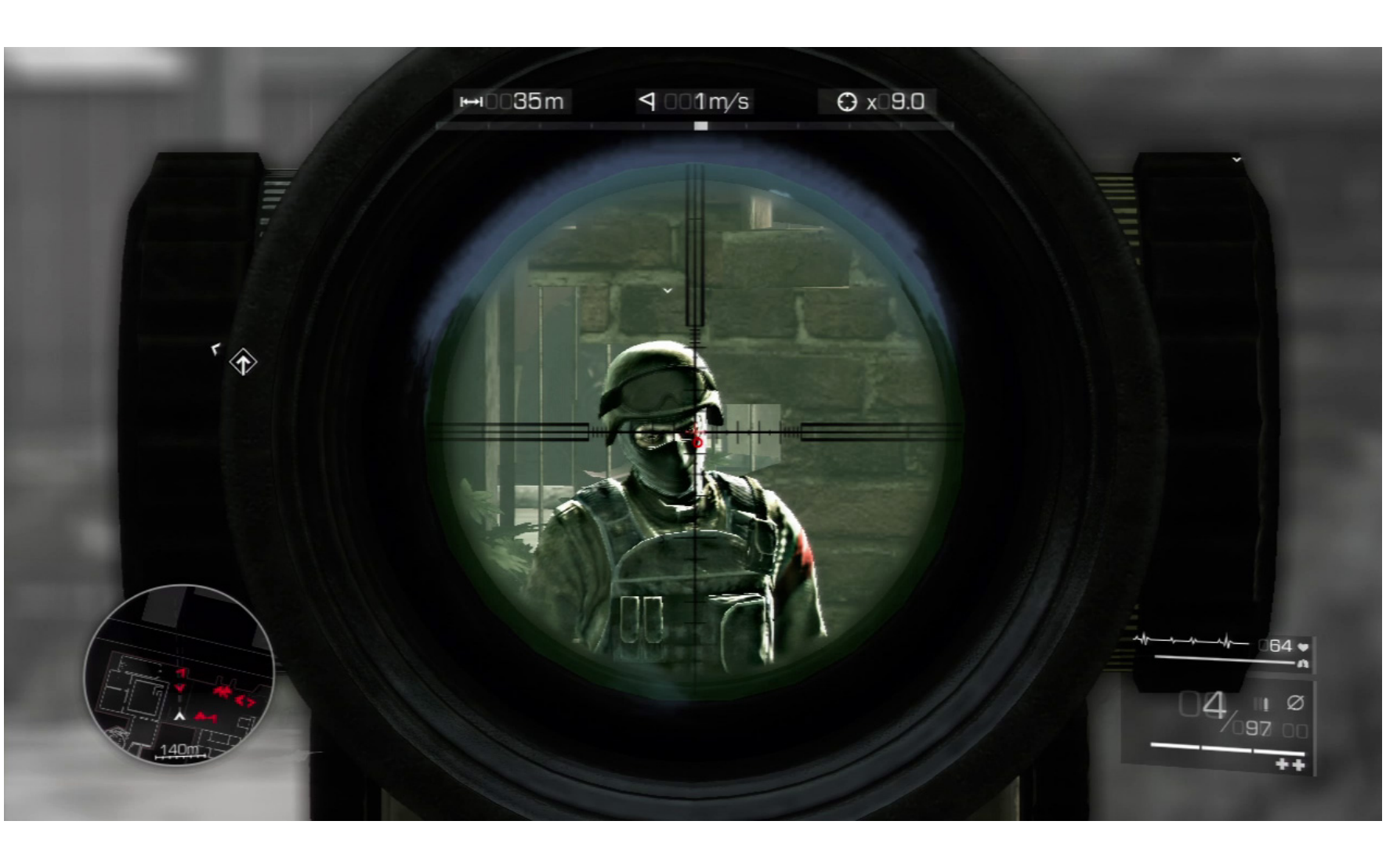
This guard likes to move around, and he can spot you easily once you climb the stairs. You either have to be super stealthy to sneak up behind him, or quickly shoot him from the top of the stairs before he raises the alarm.

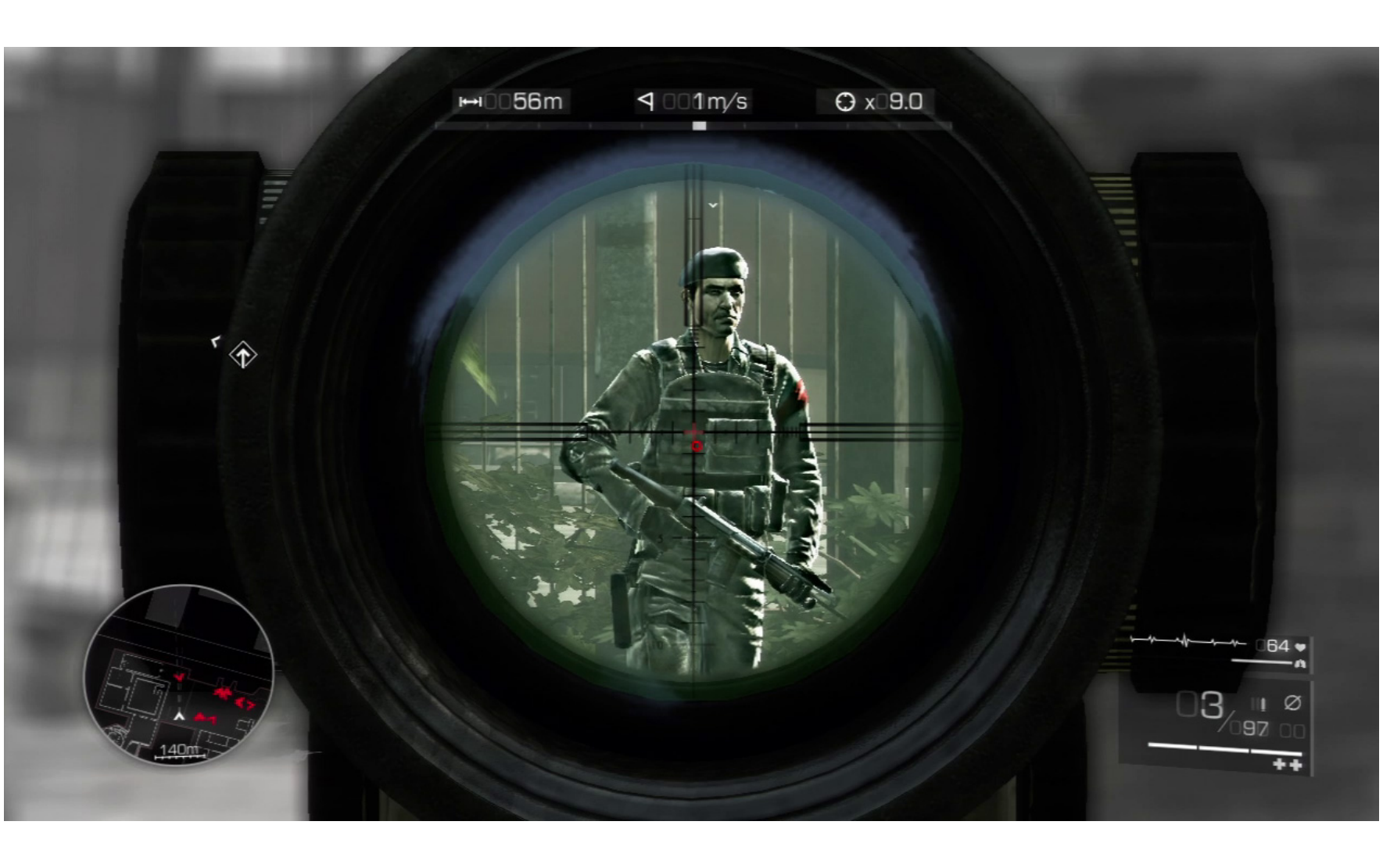
Waypoint 14

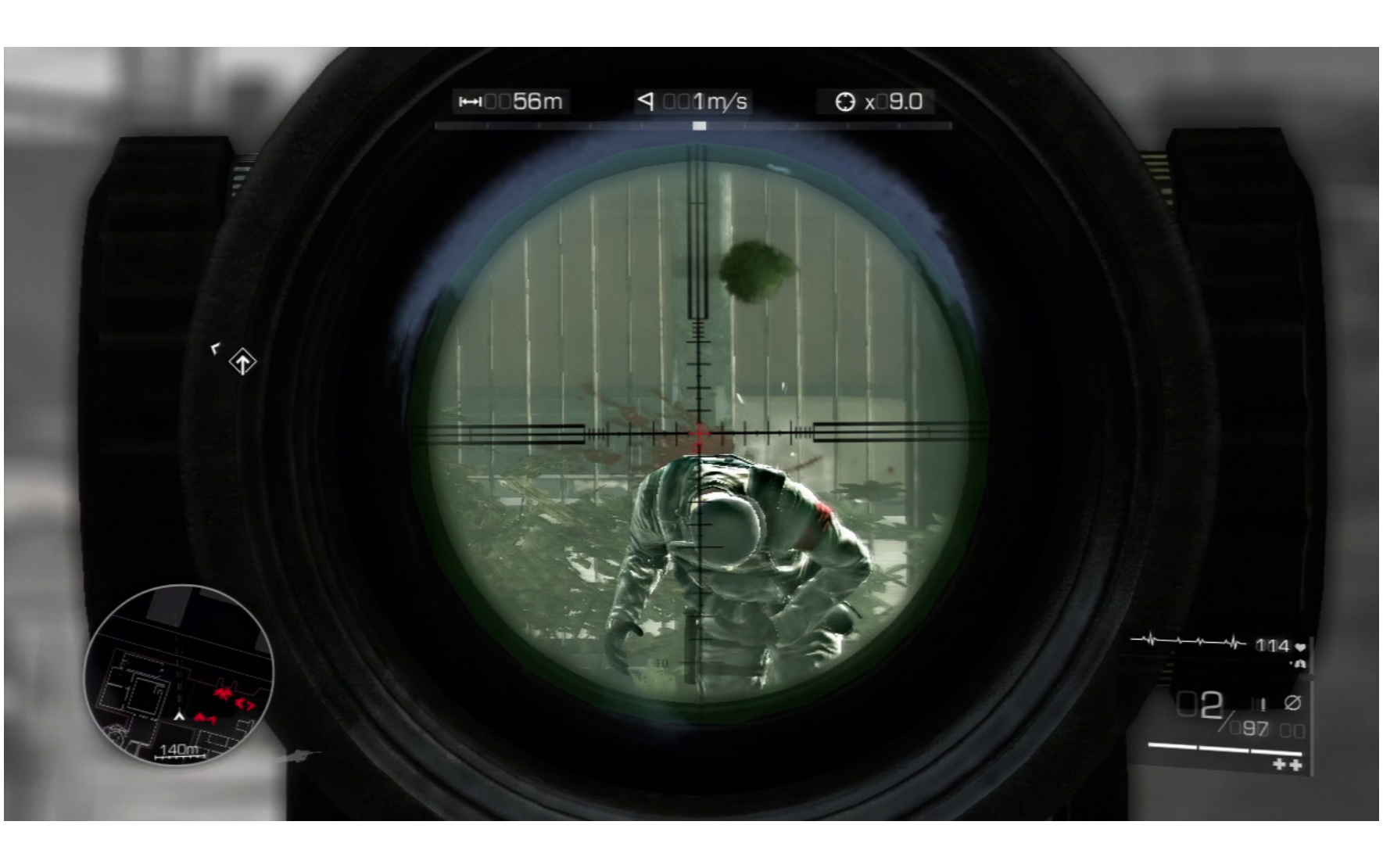




The final two guards patrol the rubble in front of the library entrance. They are chatting with each other as you approach. Drop prone and sight on them.







Wait for them to break apart. The first guard stands in position, while the second patrols in the back lot. As soon as the second guard disappears from sight, cap the first guard.

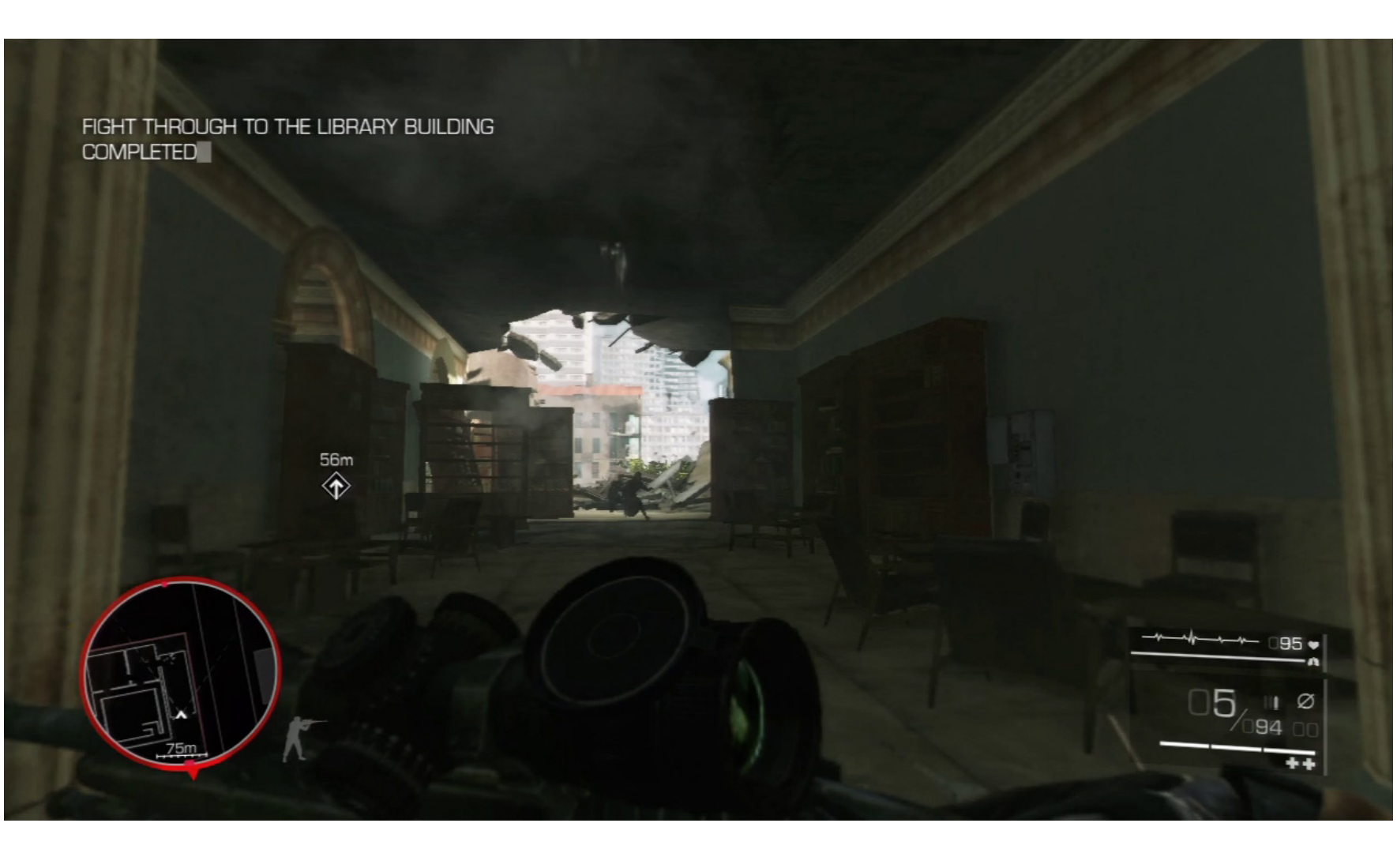
The second guard will return in a few seconds, and you have a clear shot at him as he walks toward you. Finish him off before he spots the first body.

Achievement Unlock: Back to School

- Xbox 360 Gamer Points: 30
- PlayStation Trophy: Silver

When you reach Sniper Alley, become extremely cautious to earn this achievement. If you even get nicked by a bullet, you lose it. Kill all the enemies snipers in Sniper Alley without taking any damage, however, and you win the prize.

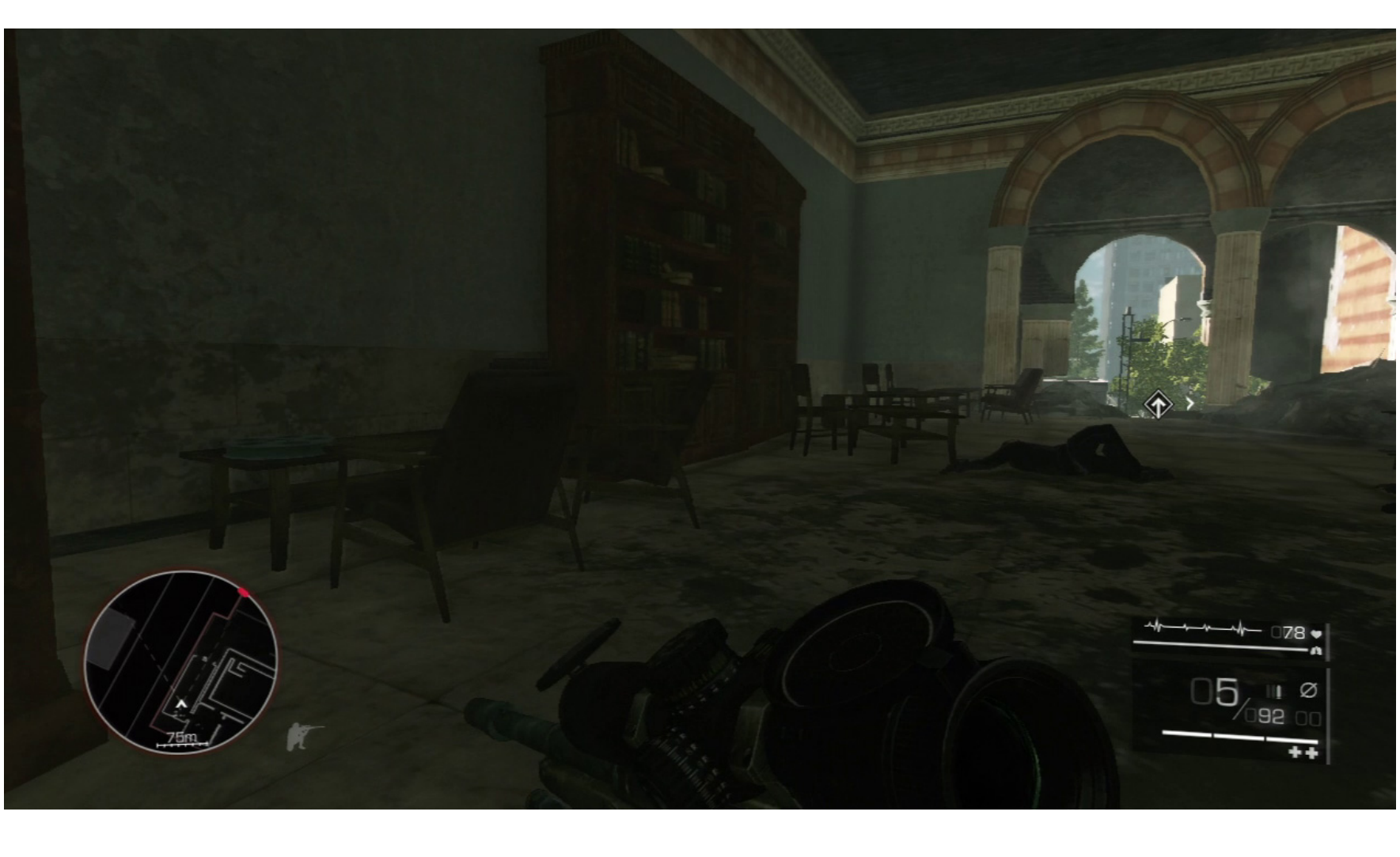
Act 2: Secret 10

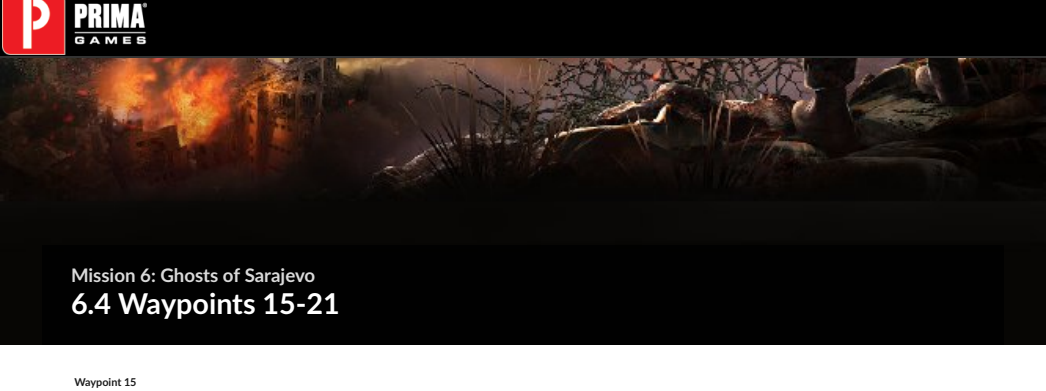


The second secret for the mission lies on a bookshelf in the entrance hall to the library. However, it's not as easy as walking over and picking it up off the shelf.

Unless you want to get shot in the back, you must first eliminate the first two snipers in the building across the street.

The third sniper can't hit you from his position, but the first two can, so snipe them before scooping up the film reel.

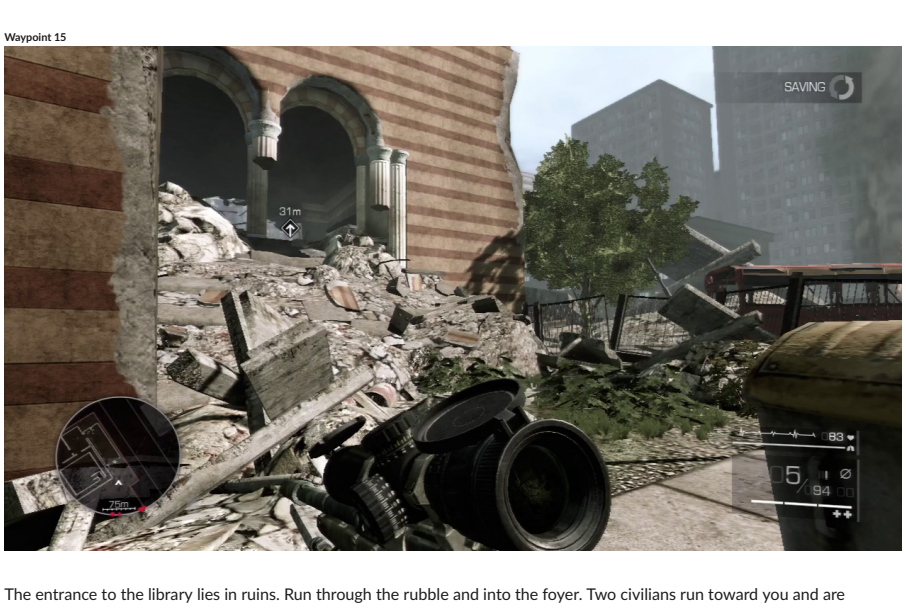




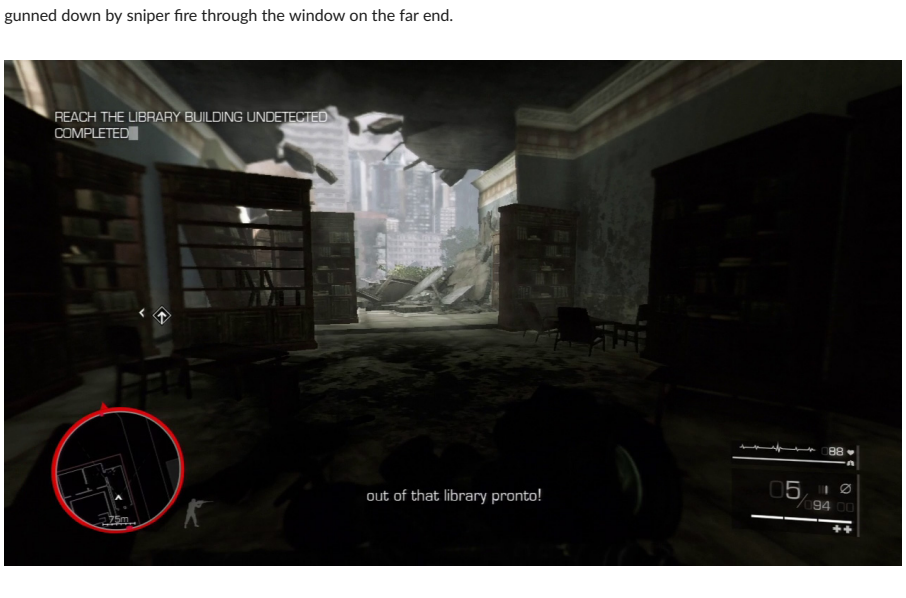
Mission 6: Ghosts of Sarajevo

6.4 Waypoints 15-21

Waypoint 15

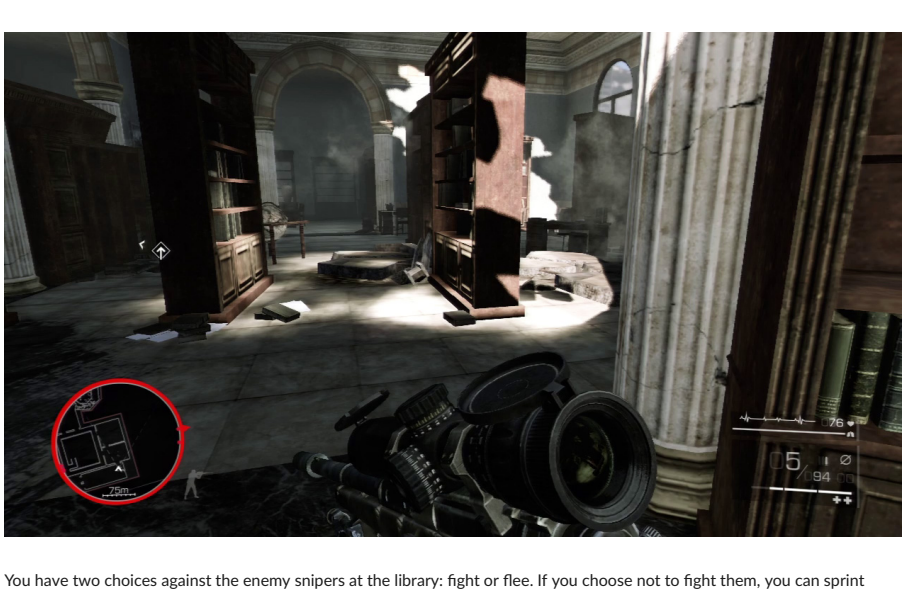


The entrance to the library lies in ruins. Run through the rubble and into the foyer. Two civilians run toward you and are gunned down by sniper fire through the window on the far end.



REACH THE LIBRARY BUILDING UNDETECTED
COMPLETED

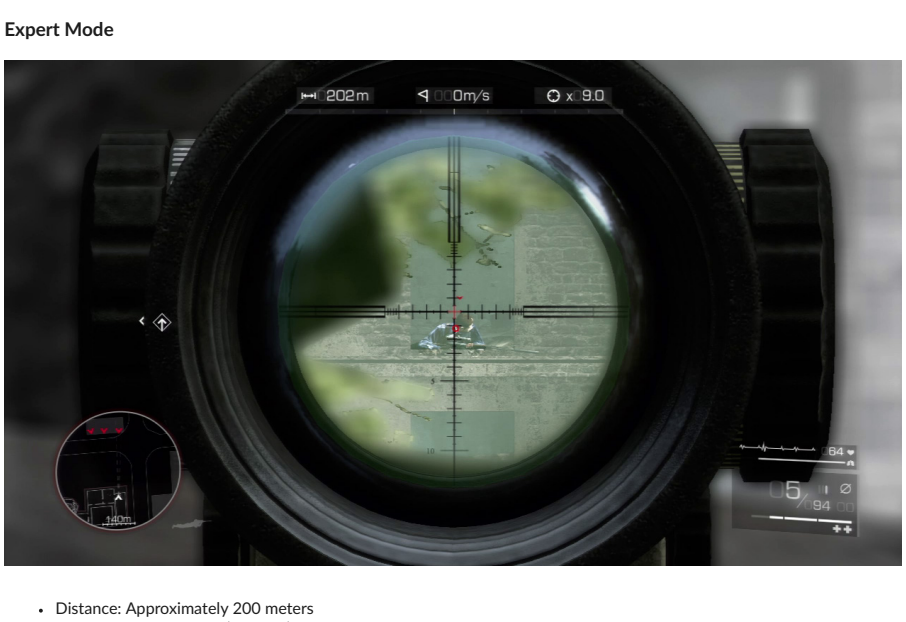
out of that library pronto!



You have two choices against the enemy snipers at the library: fight or flee. If you choose not to fight them, you can sprint through the first two rooms to safety.

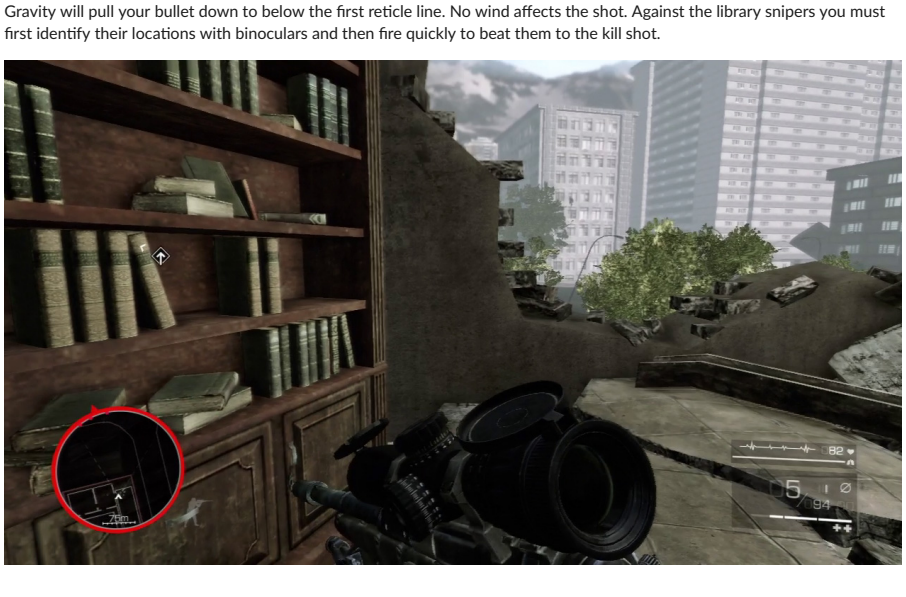
Run along the left wall so that the bookcases shield you from the sniper fire. When you reach the end, turn left and sprint across the second room and avoid the sniper shots.

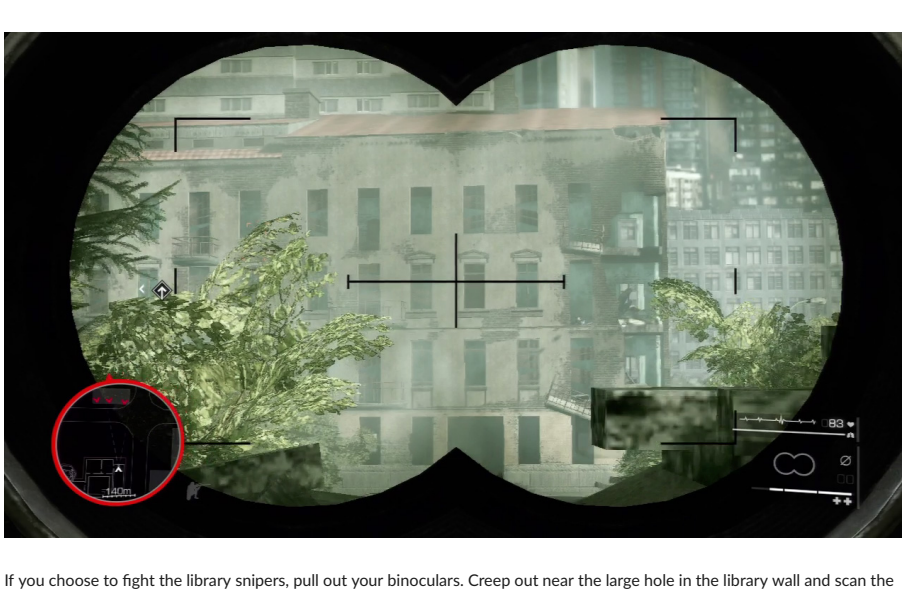
Expert Mode



- Distance: Approximately 200 meters
- Wind: 0 meters/second (no wind)
- Magnification: 9x

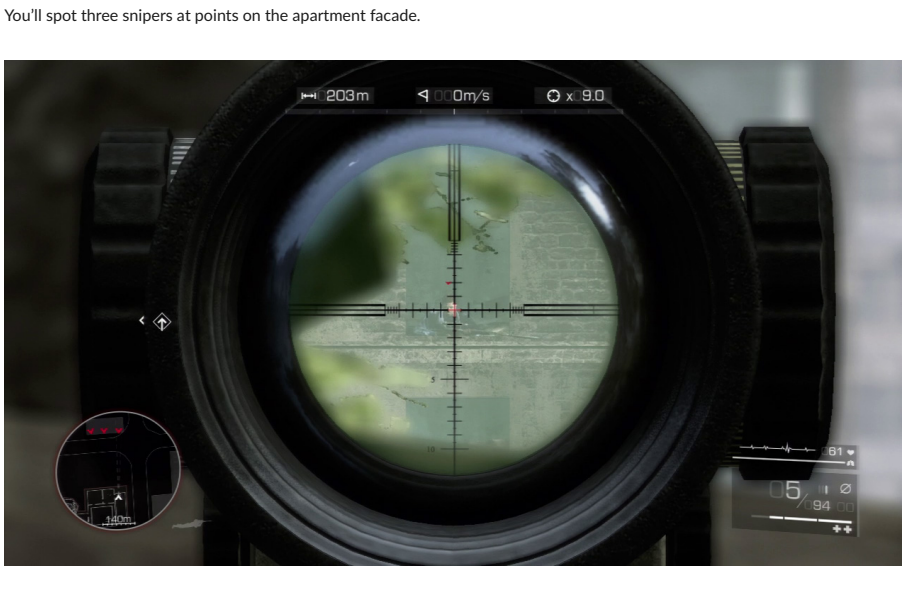
Gravity will pull your bullet down to below the first reticle line. No wind affects the shot. Against the library snipers you must first identify their locations with binoculars and then fire quickly to beat them to the kill shot.

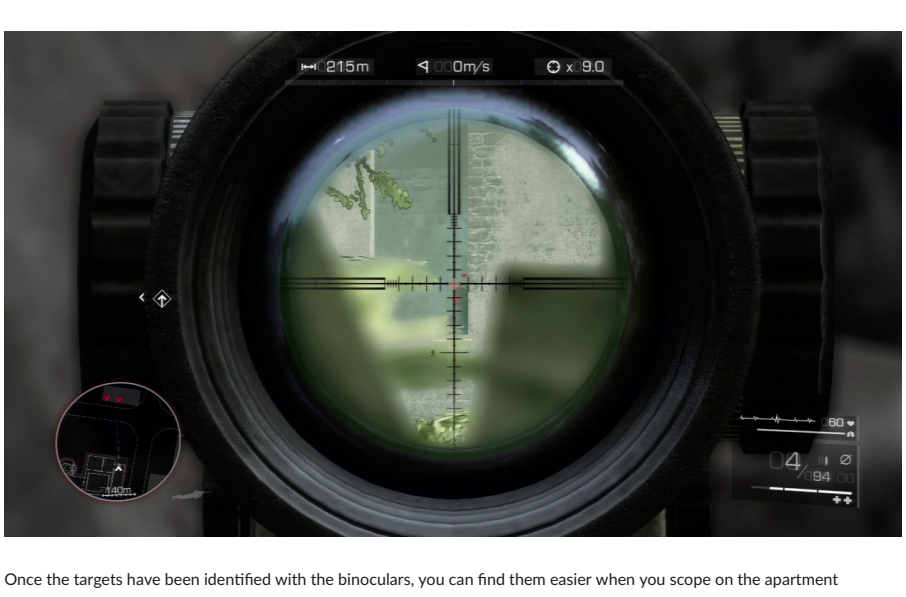




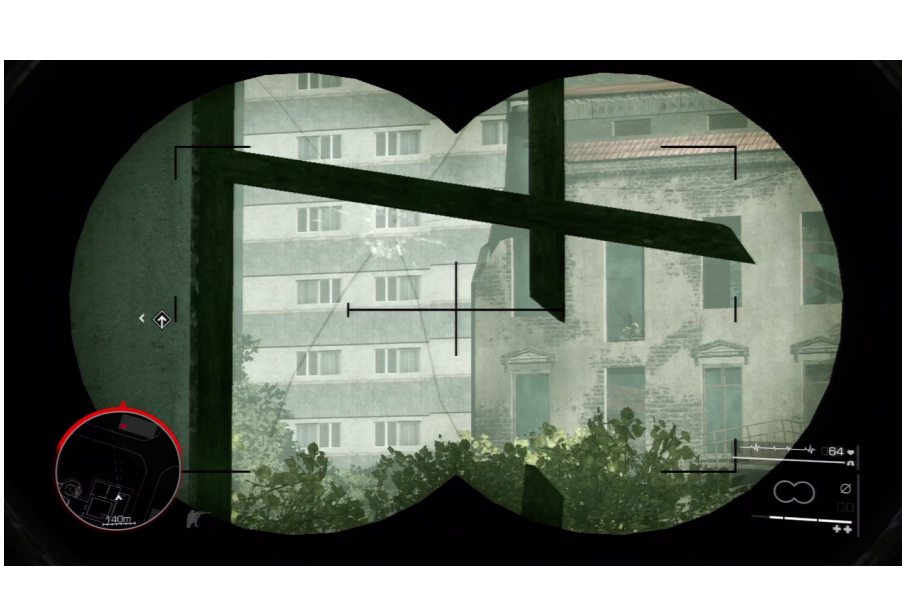
If you choose to fight the library snipers, pull out your binoculars. Creep out near the large hole in the library wall and scan the apartment building across the street.

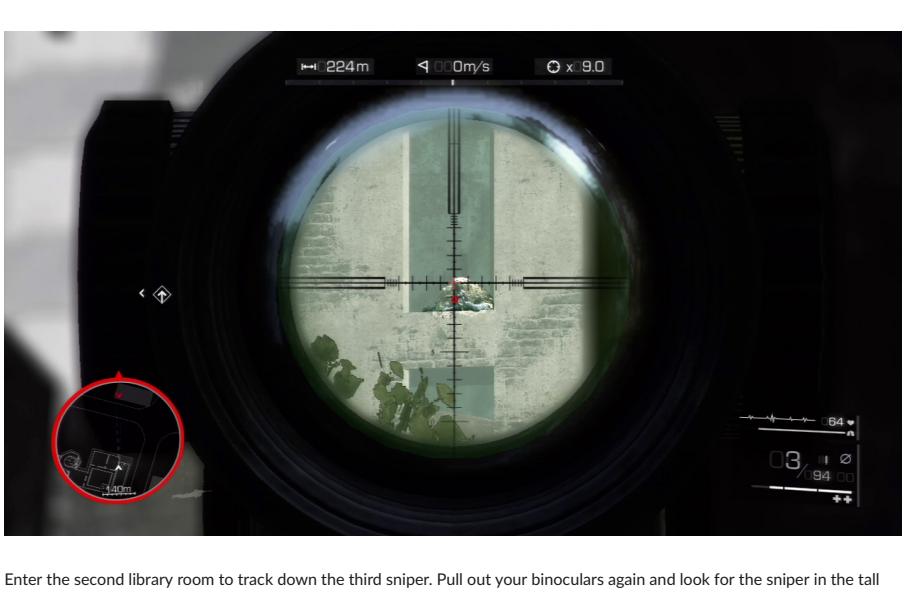
You'll spot three snipers at points on the apartment facade.





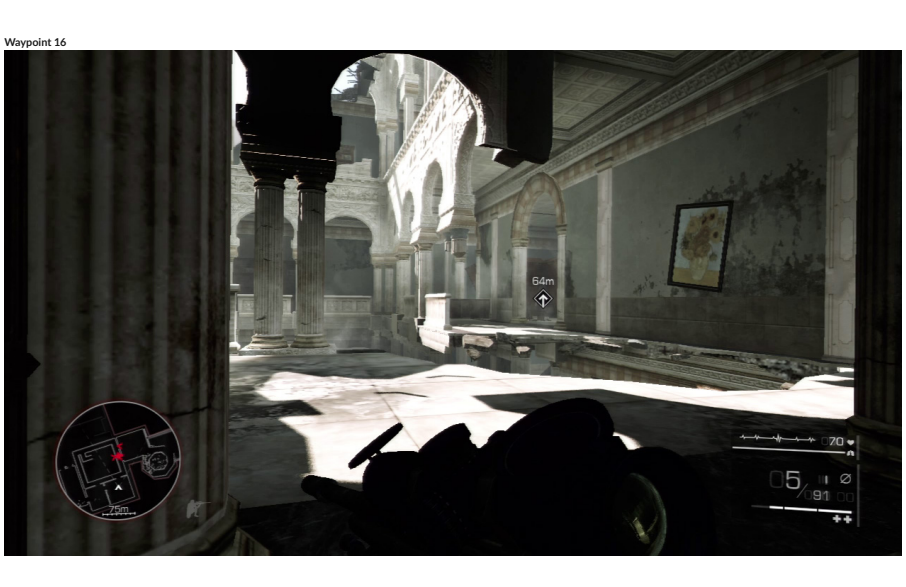
Once the targets have been identified with the binoculars, you can find them easier when you scope on the apartment windows. Inch out from cover and engage one at a time. Two of the snipers can be downed from the hole in the first hallway.

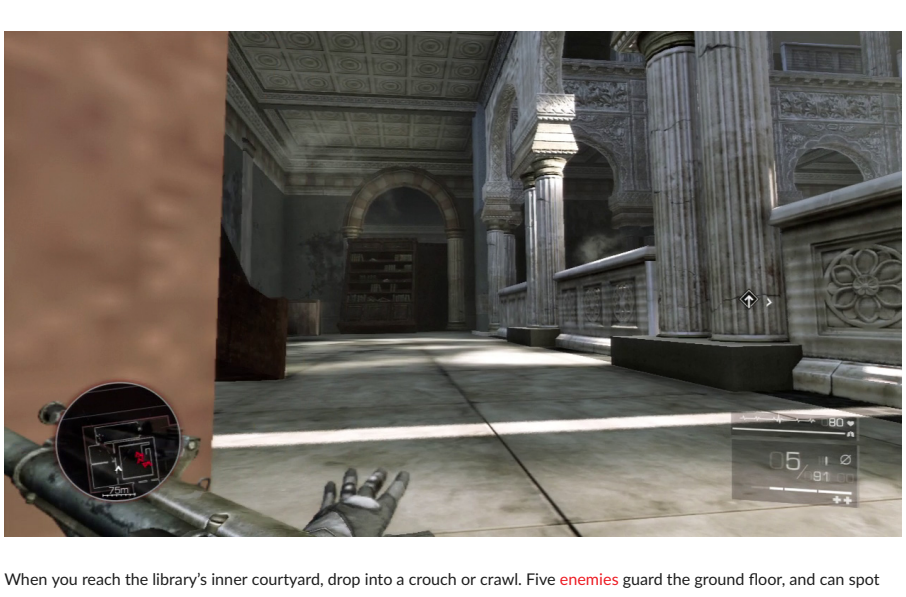




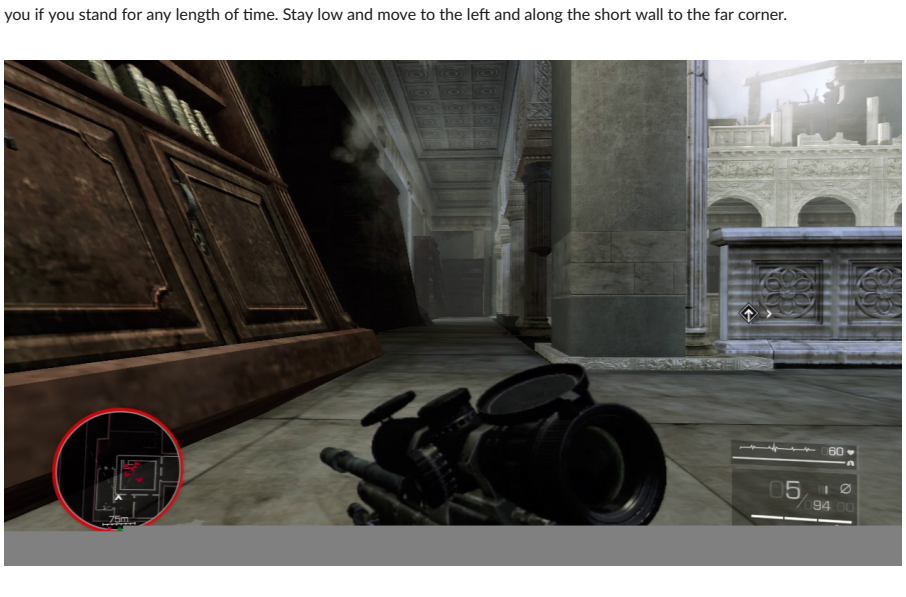
Enter the second library room to track down the third sniper. Pull out your binoculars again and look for the sniper in the tall window near the upper corner of the apartment building. Zoom in on the target and kill him quickly.

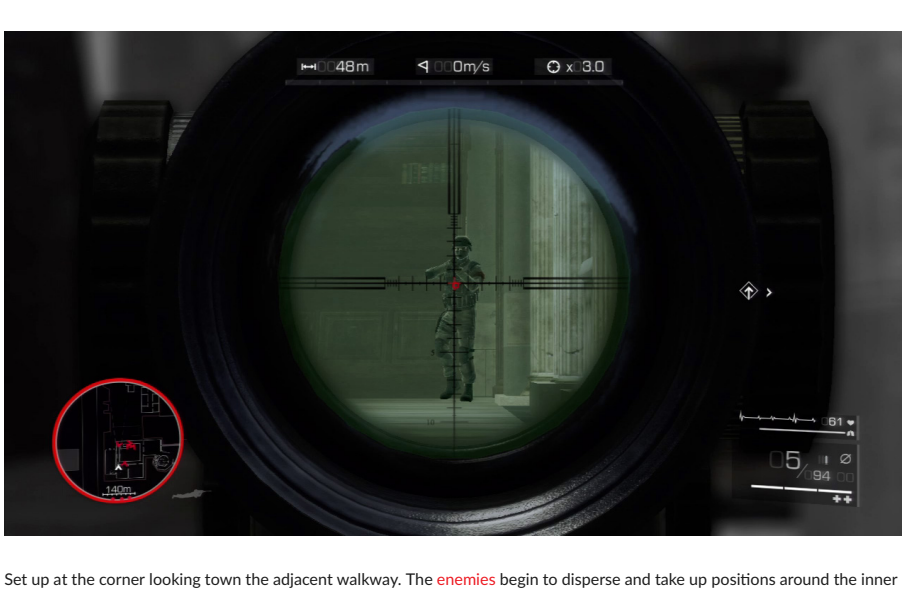
Waypoint 16



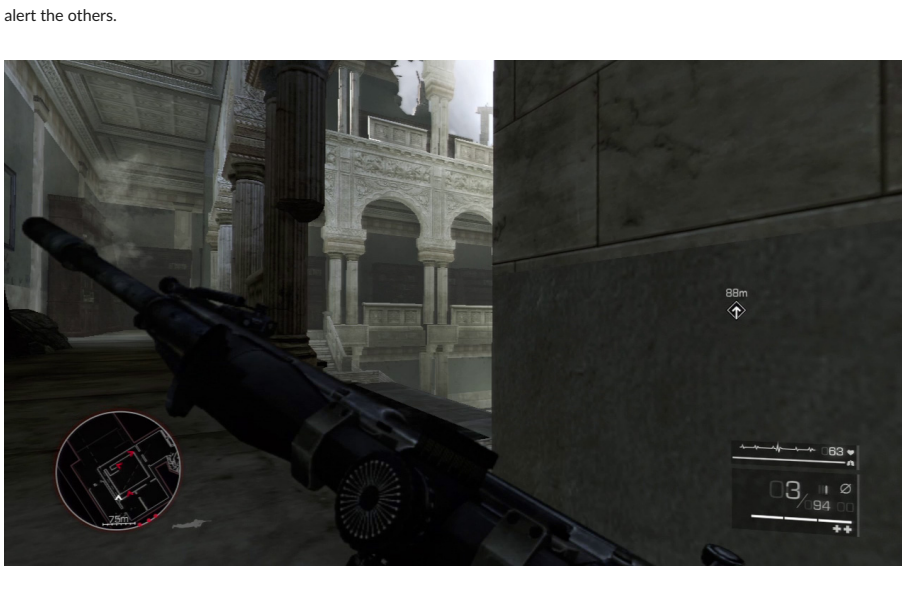


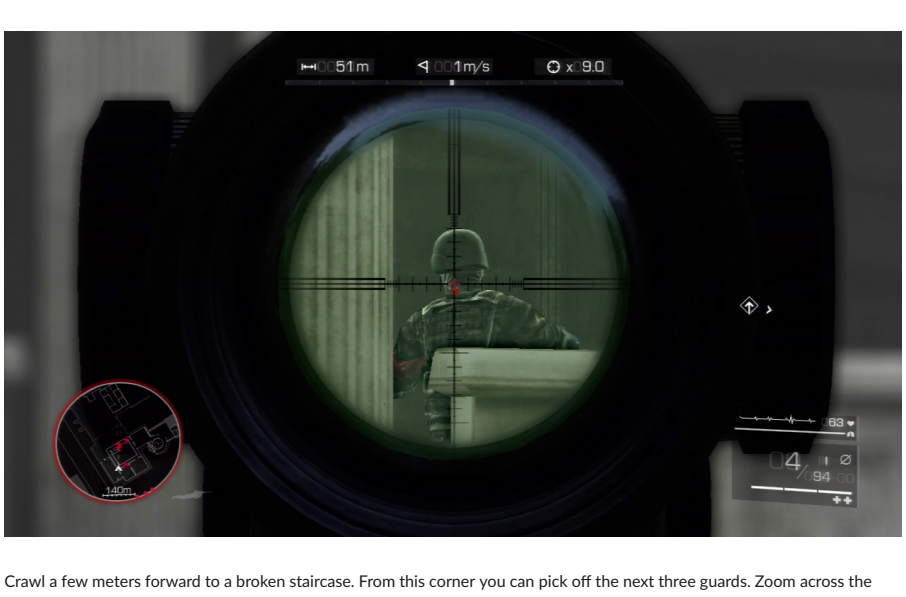
When you reach the library's inner courtyard, drop into a crouch or crawl. Five enemies guard the ground floor, and can spot you if you stand for any length of time. Stay low and move to the left and along the short wall to the far corner.



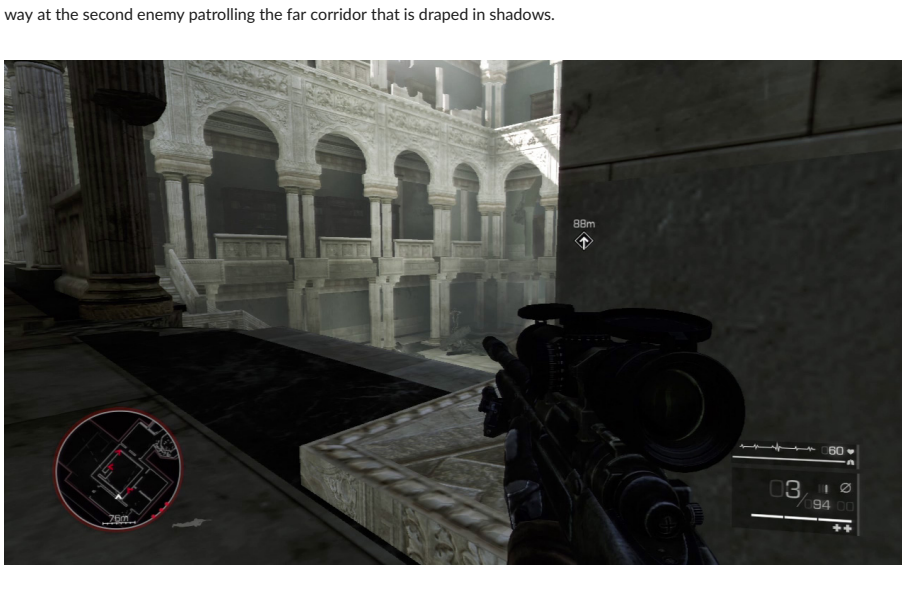


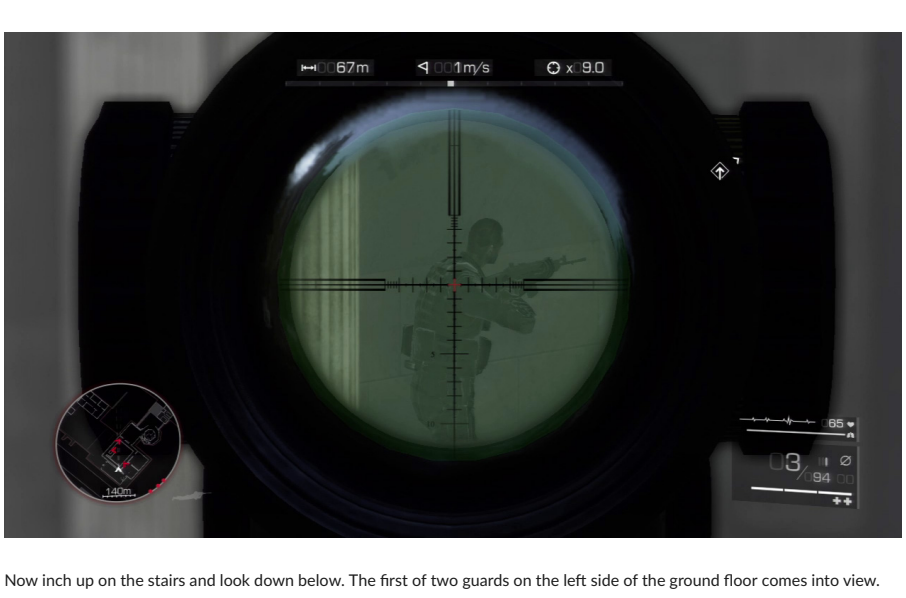
Set up at the corner looking town the adjacent walkway. The enemies begin to disperse and take up positions around the inner courtyard. The first enemy patrols the hallway that you have your sights on. When he appears, cut him down before he can alert the others.



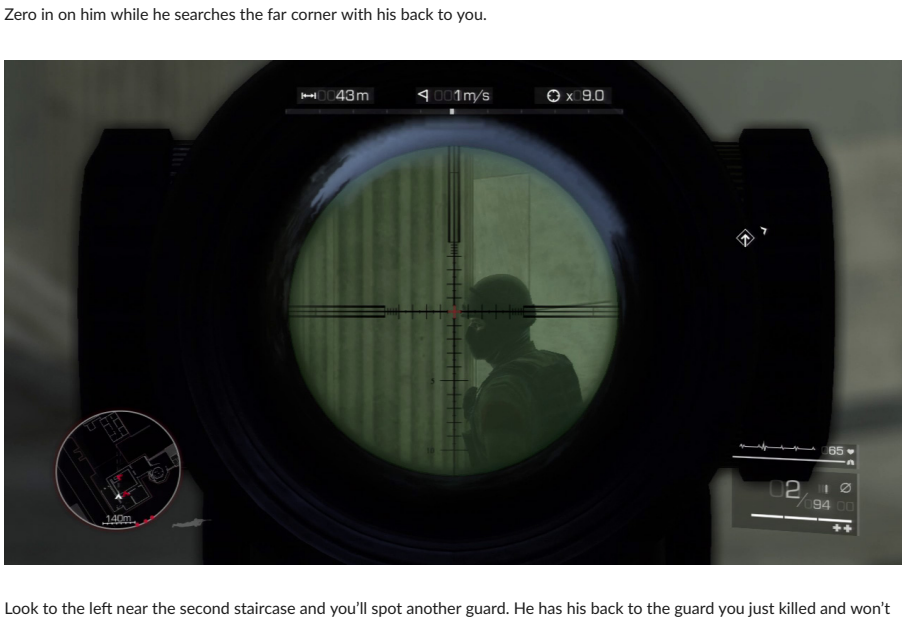


Crawl a few meters forward to a broken staircase. From this corner you can pick off the next three guards. Zoom across the way at the second enemy patrolling the far corridor that is draped in shadows.

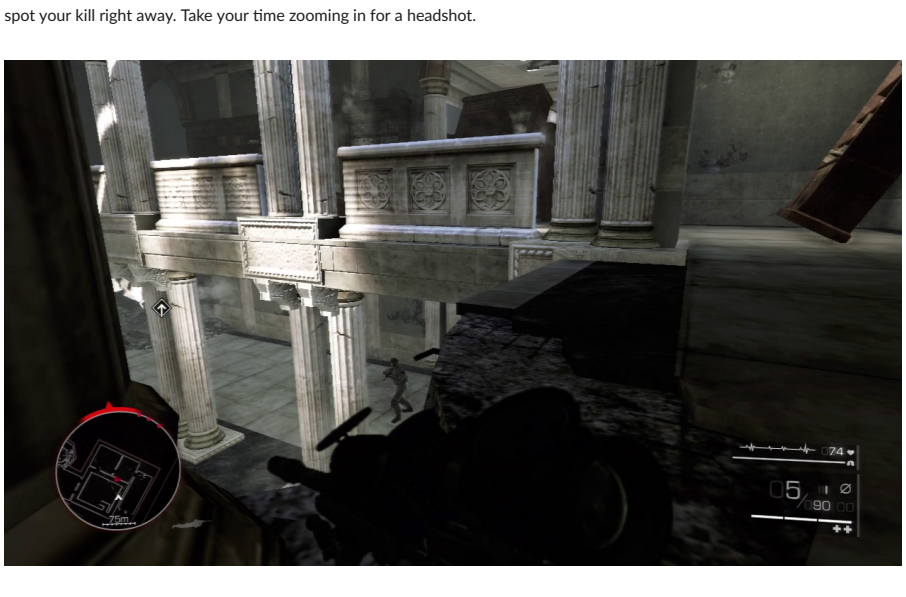


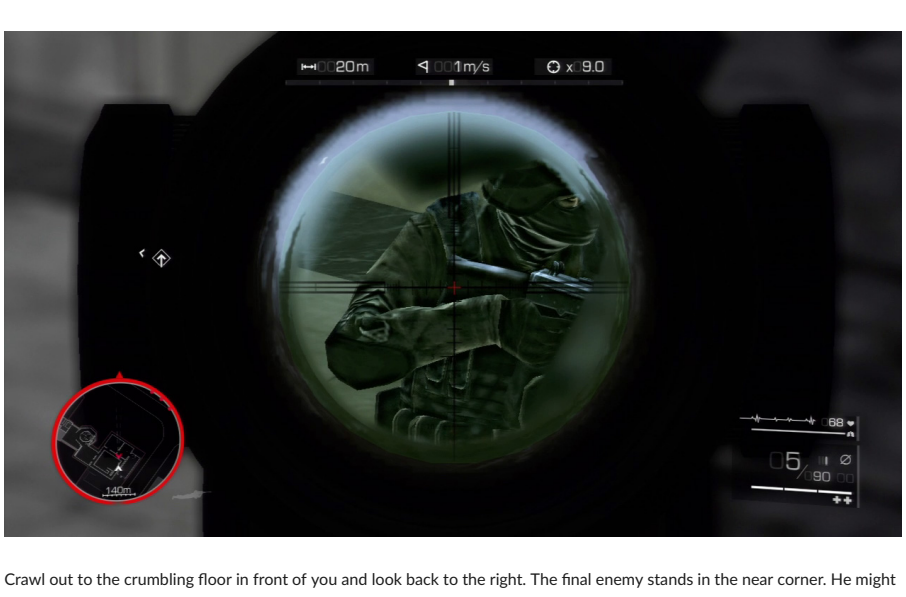


Now inch up on the stairs and look down below. The first of two guards on the left side of the ground floor comes into view. Zero in on him while he searches the far corner with his back to you.



Look to the left near the second staircase and you'll spot another guard. He has his back to the guard you just killed and won't spot your kill right away. Take your time zooming in for a headshot.

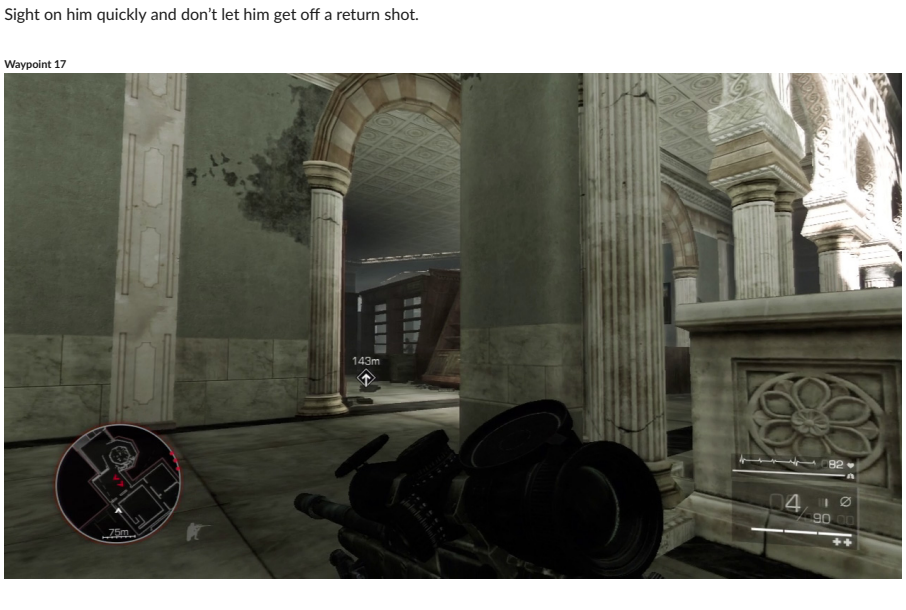


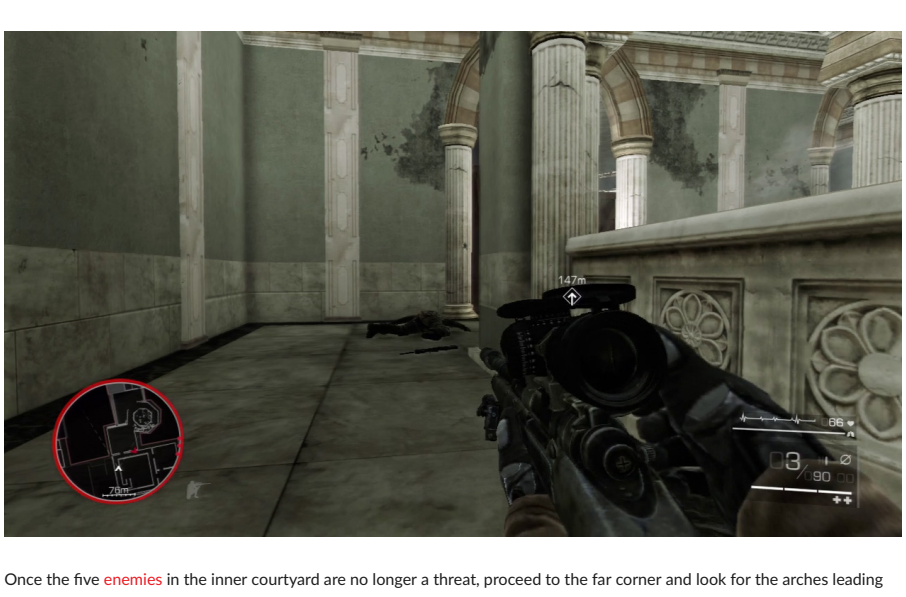


Crawl out to the crumbling floor in front of you and look back to the right. The final enemy stands in the near corner. He might have seen one of your shots and may be on high alert.

Sight on him quickly and don't let him get off a return shot.

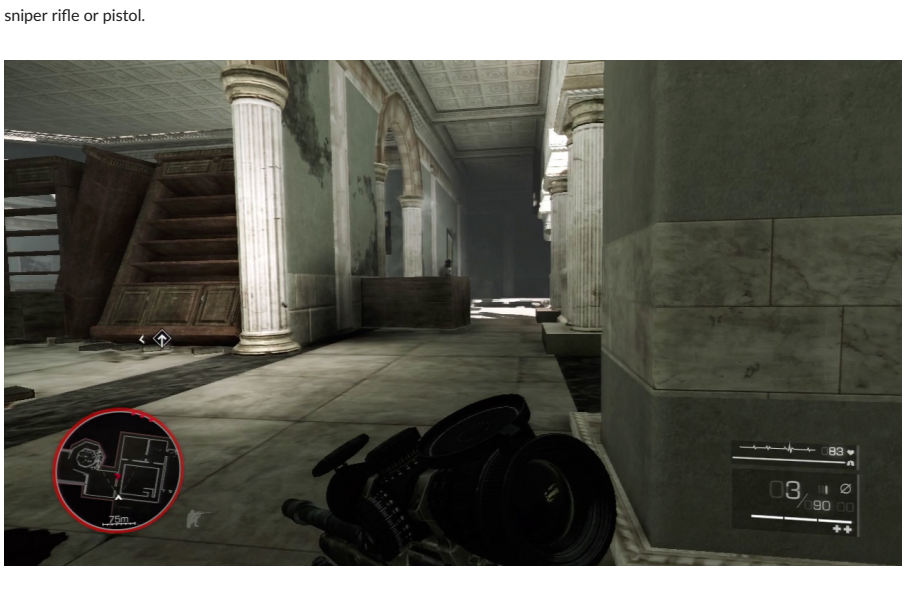
Waypoint 17

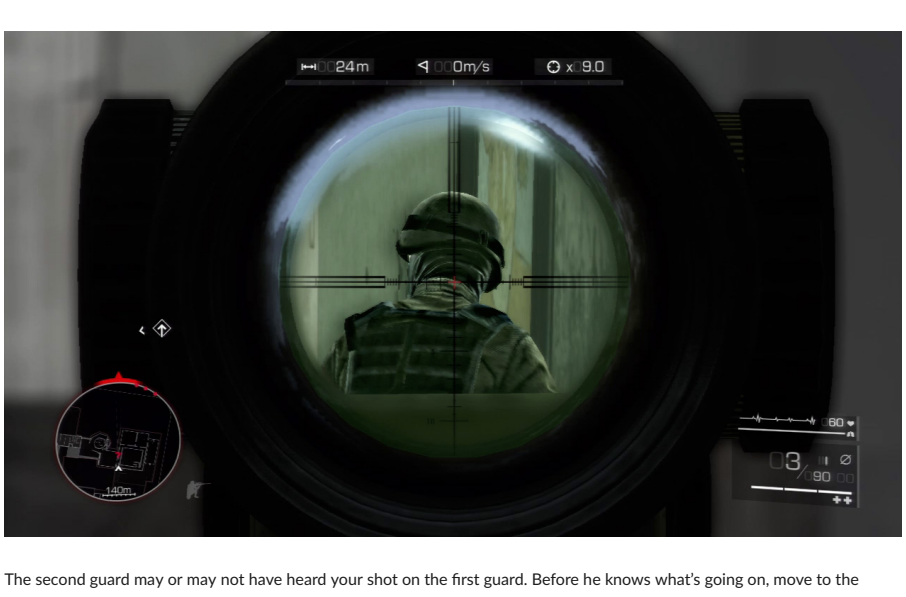




Once the five enemies in the inner courtyard are no longer a threat, proceed to the far corner and look for the arches leading to the other side of the library. Two more guards walk these hallways.

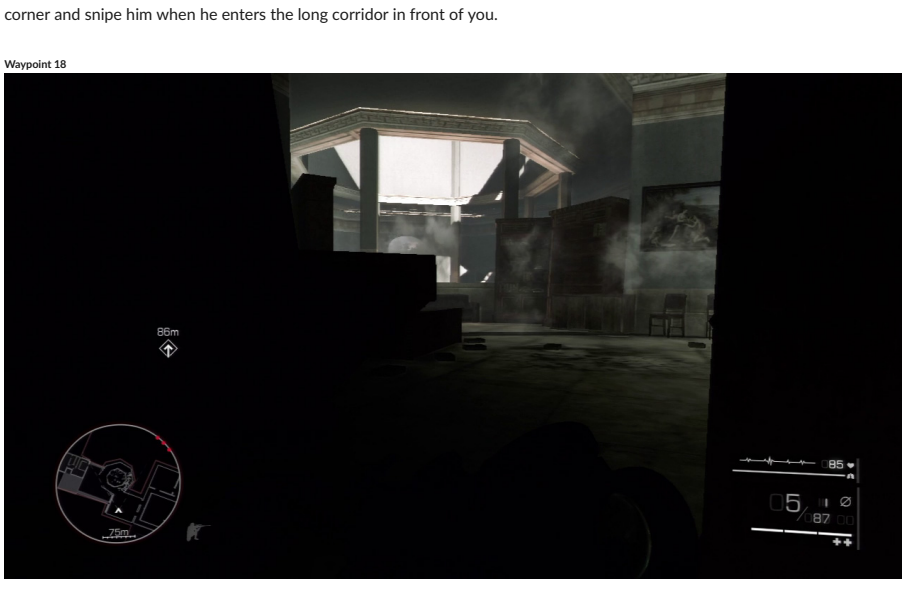
Back up and use the small wall on the inner courtyard side as cover. When the first guard turns the corner, blast him with your sniper rifle or pistol.

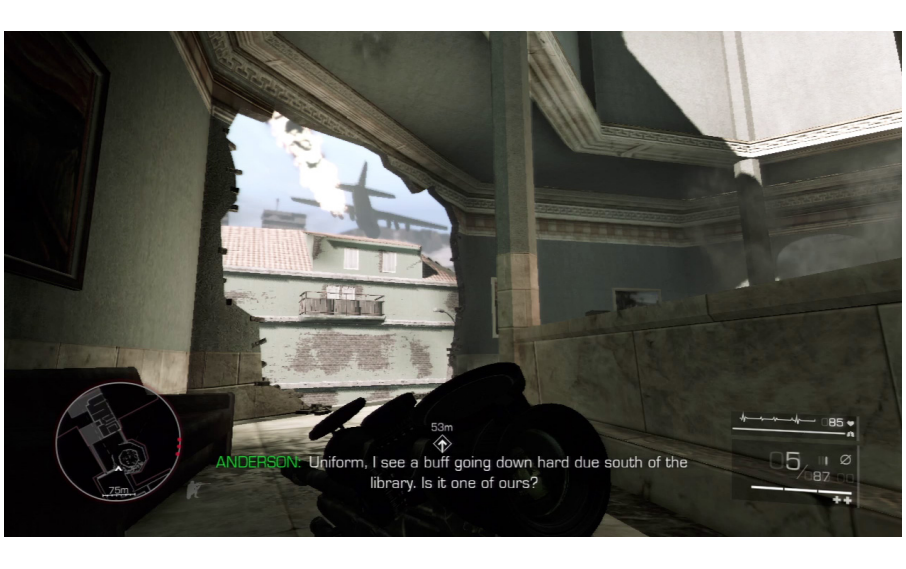




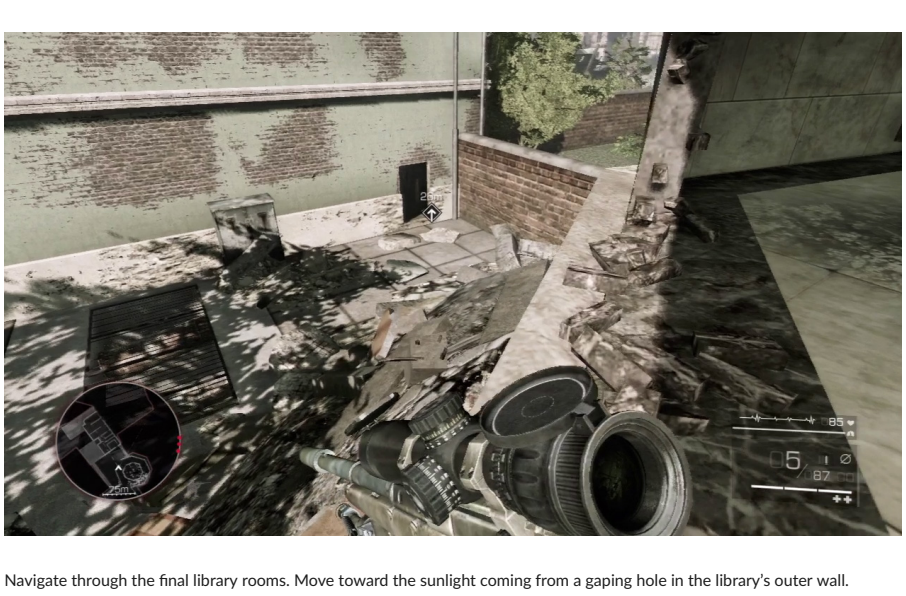
The second guard may or may not have heard your shot on the first guard. Before he knows what's going on, move to the corner and snipe him when he enters the long corridor in front of you.

Waypoint 18





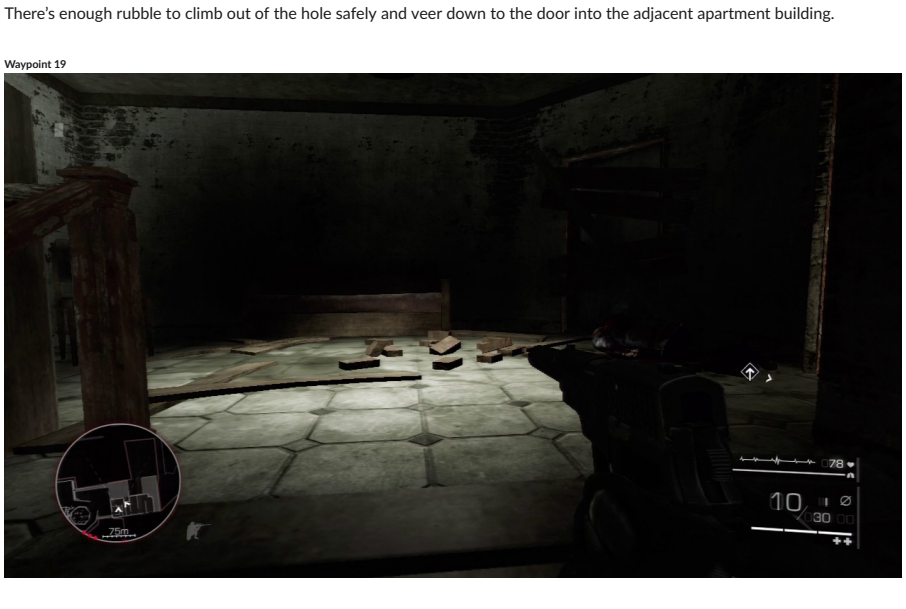
ANDERSON: Uniform. I see a buff going down hard due south of the library. Is it one of ours?

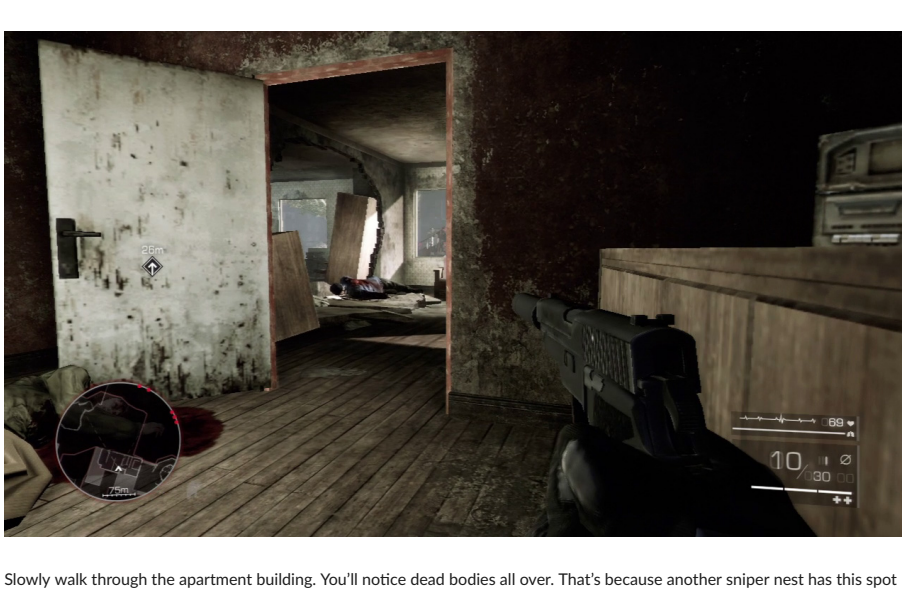


Navigate through the final library rooms. Move toward the sunlight coming from a gaping hole in the library's outer wall.

There's enough rubble to climb out of the hole safely and veer down to the door into the adjacent apartment building.

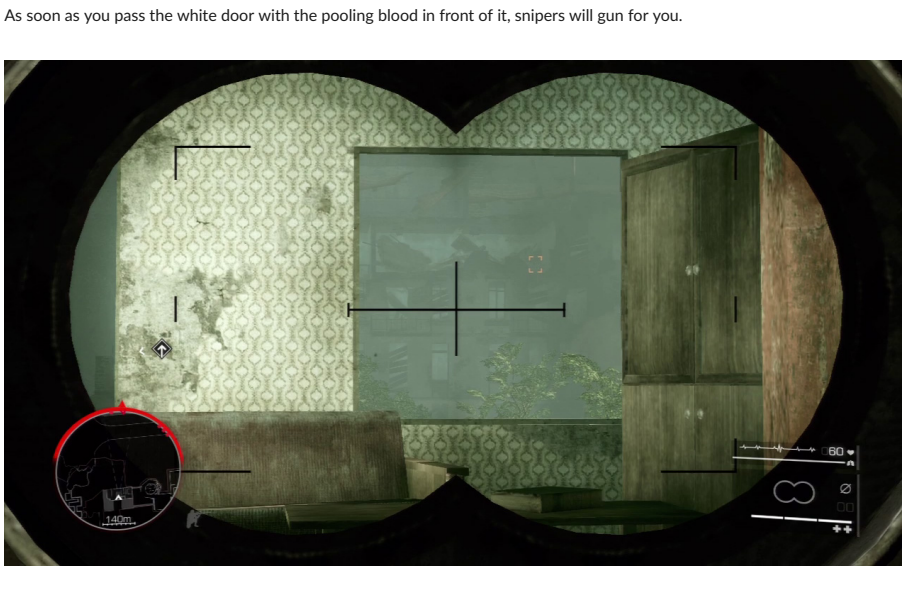
Waypoint 19

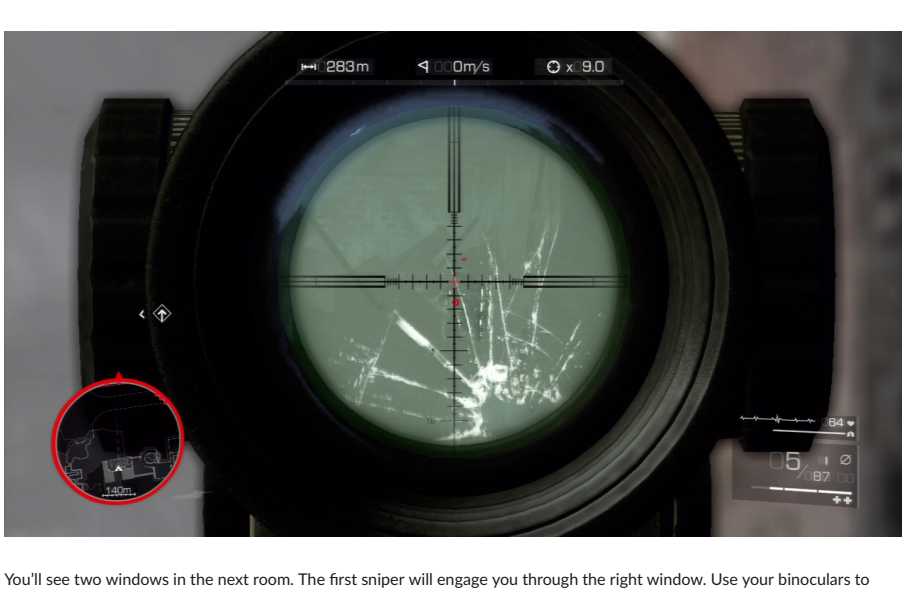




Slowly walk through the apartment building. You'll notice dead bodies all over. That's because another sniper nest has this spot pinpointed.

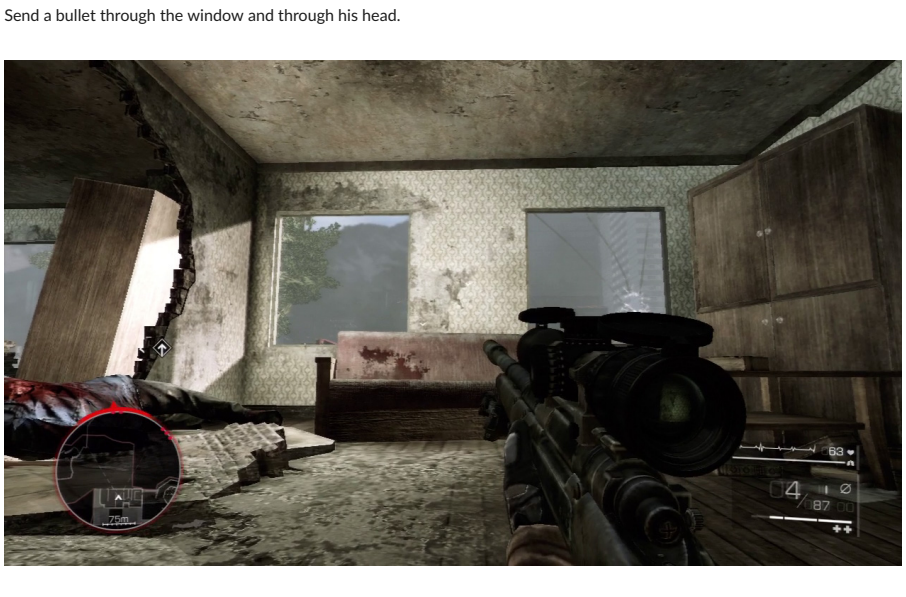
As soon as you pass the white door with the pooling blood in front of it, snipers will gun for you.

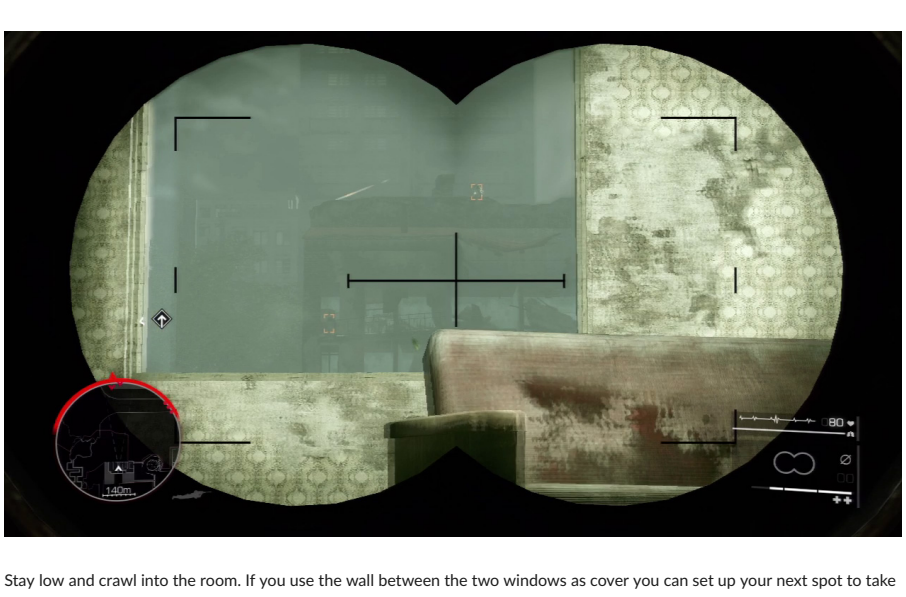




You'll see two windows in the next room. The first sniper will engage you through the right window. Use your binoculars to lock onto his position in the upper floor of the building across the street.

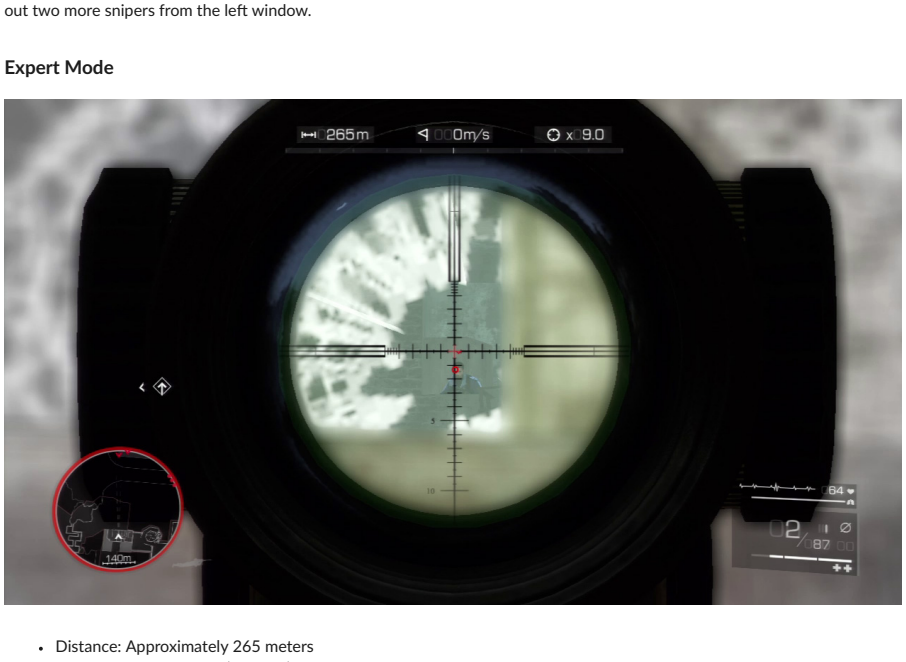
Send a bullet through the window and through his head.





Stay low and crawl into the room. If you use the wall between the two windows as cover you can set up your next spot to take out two more snipers from the left window.

Expert Mode

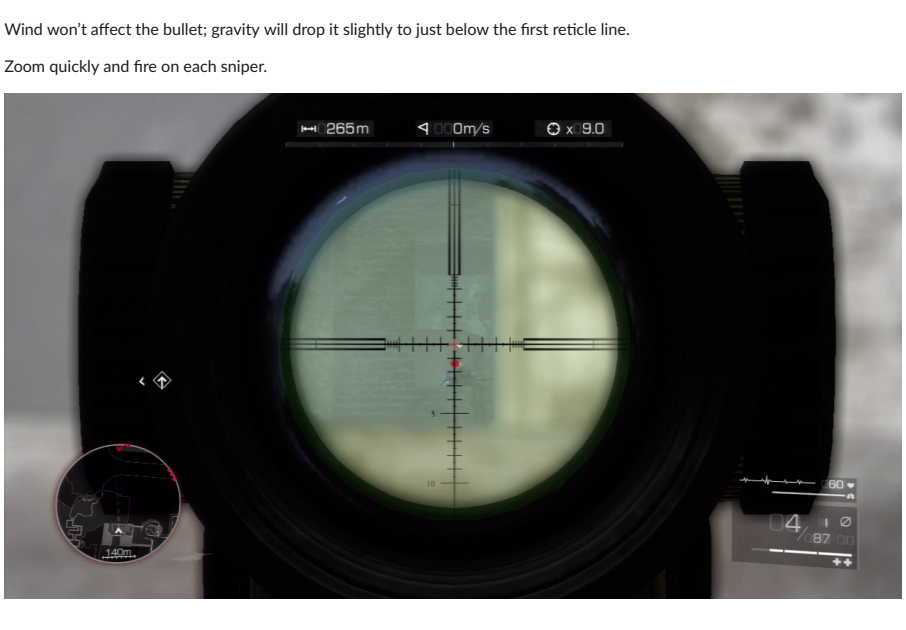


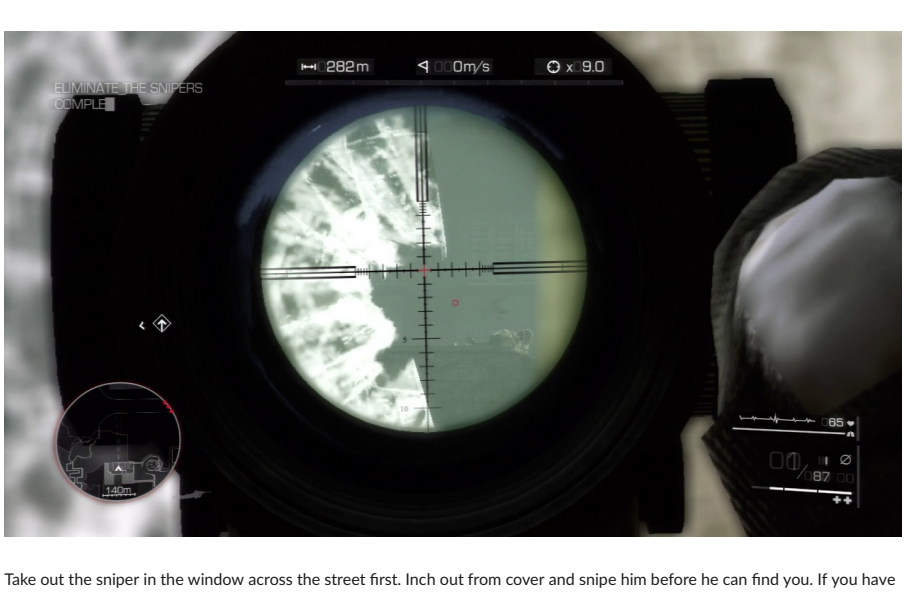
- Distance: Approximately 265 meters
- Wind: 0 meters/second (no wind)
- Magnification: 9x

Stay in cover at all times against the enemy snipers across the street and pop out only briefly to sight and kill.

Wind won't affect the bullet; gravity will drop it slightly to just below the first reticle line.

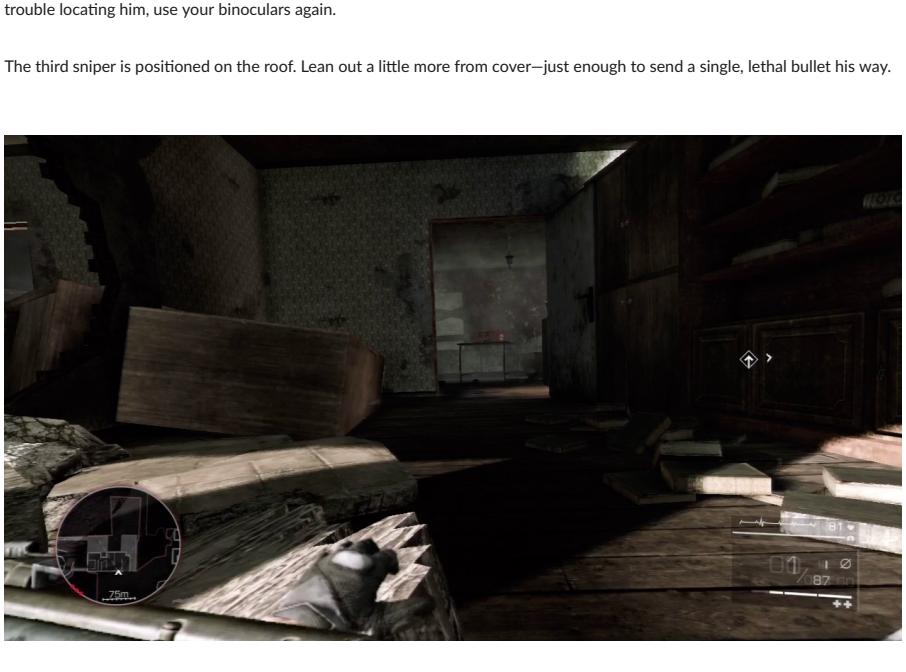
Zoom quickly and fire on each sniper.

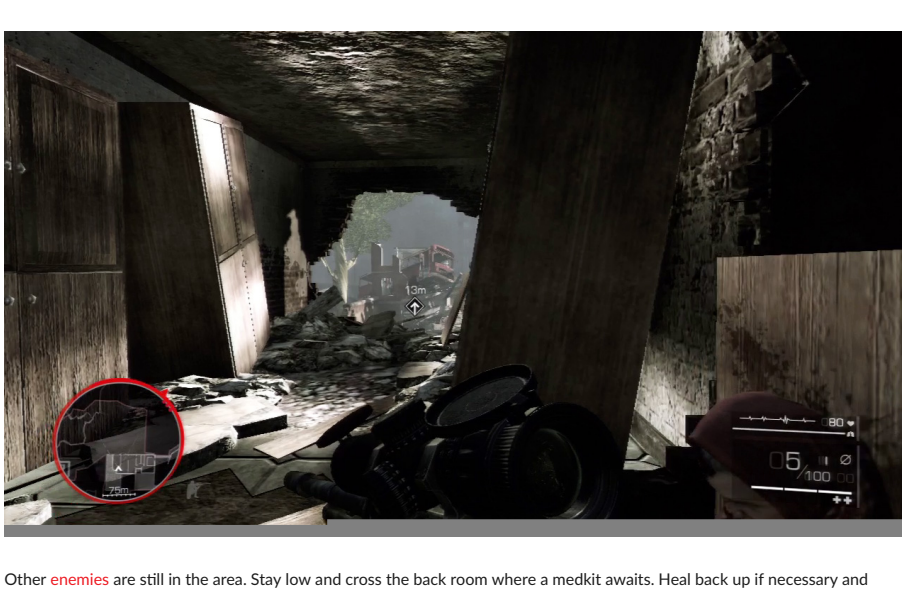




Take out the sniper in the window across the street first. Inch out from cover and snipe him before he can find you. If you have trouble locating him, use your binoculars again.

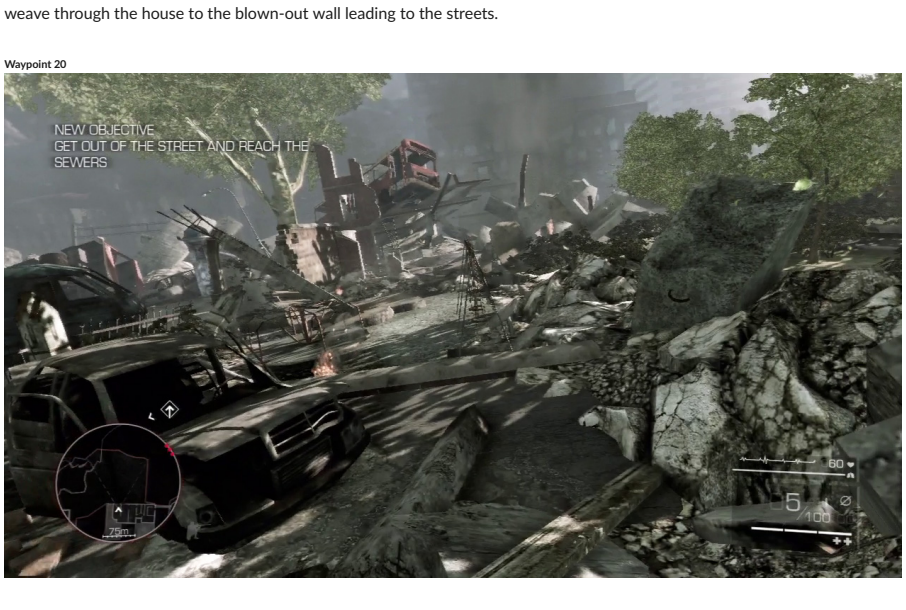
The third sniper is positioned on the roof. Lean out a little more from cover—just enough to send a single, lethal bullet his way.



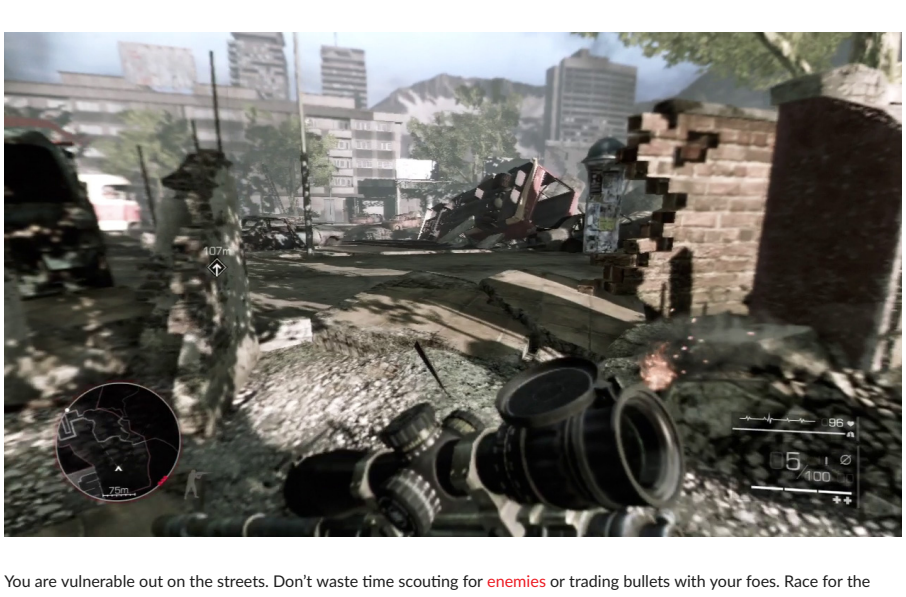


Other enemies are still in the area. Stay low and cross the back room where a medkit awaits. Heal back up if necessary and weave through the house to the blown-out wall leading to the streets.

Waypoint 20

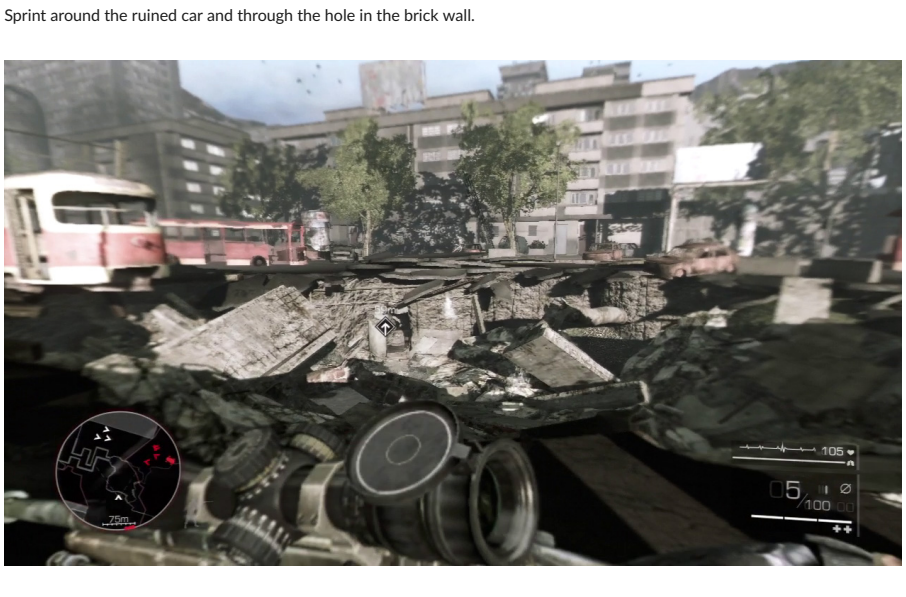


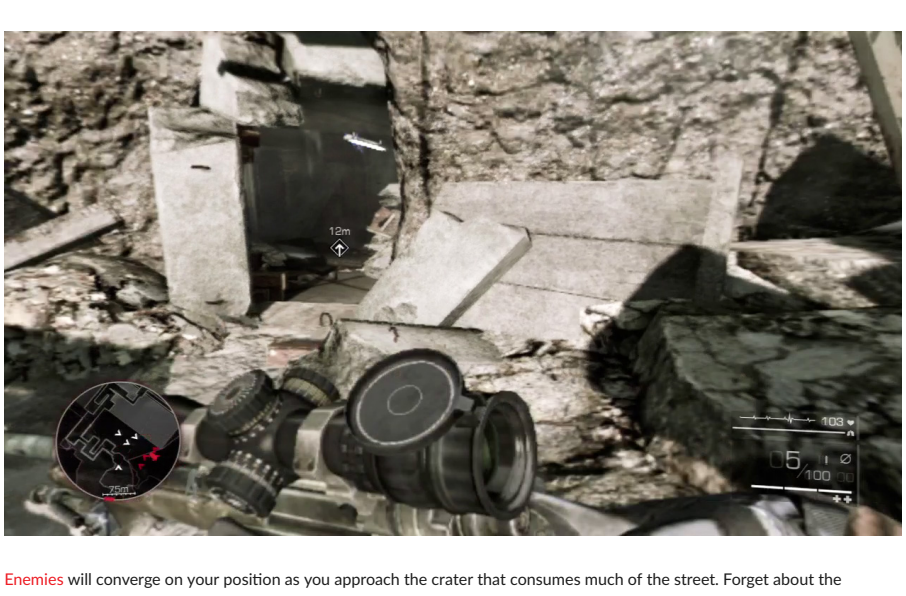
NEW OBJECTIVE
GET OUT OF THE STREET AND REACH THE SEWERS



You are vulnerable out on the streets. Don't waste time scouting for enemies or trading bullets with your foes. Race for the sewers as soon as you can.

Sprint around the ruined car and through the hole in the brick wall.

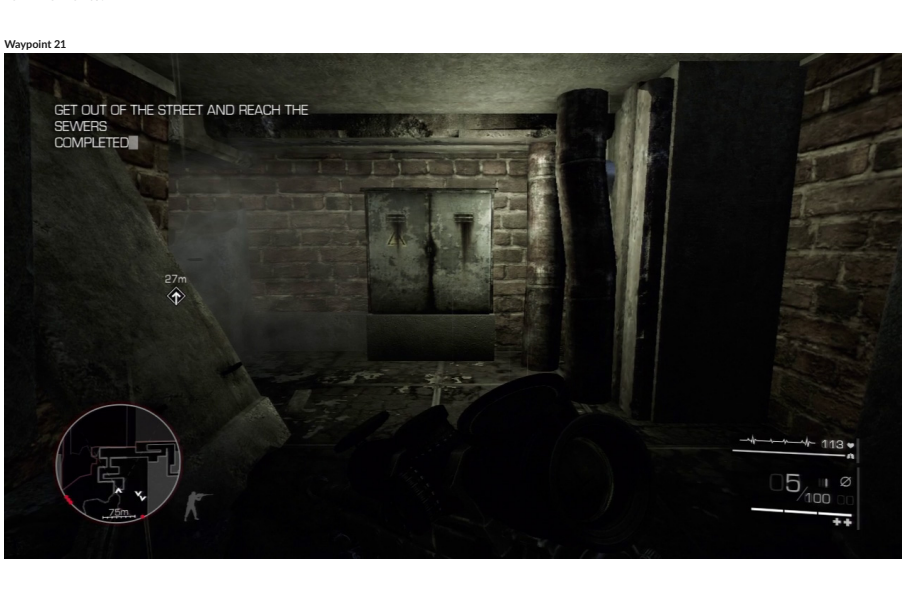




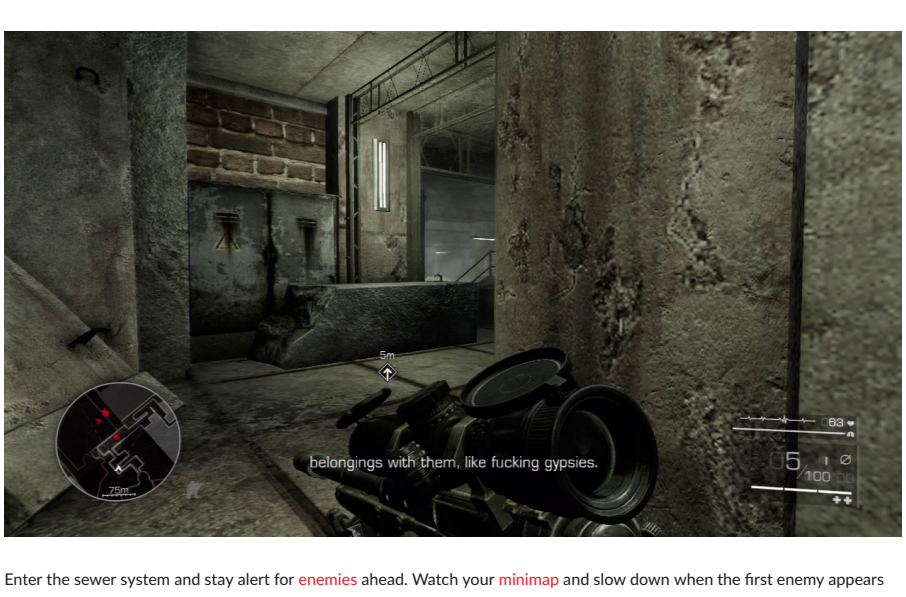
Enemies will converge on your position as you approach the crater that consumes much of the street. Forget about the enemies and continue to sprint down into the crater.

Look for the sewer entrance to your left and dash inside. The street enemies will not follow you inside and you'll be safe for a few moments.

Waypoint 21

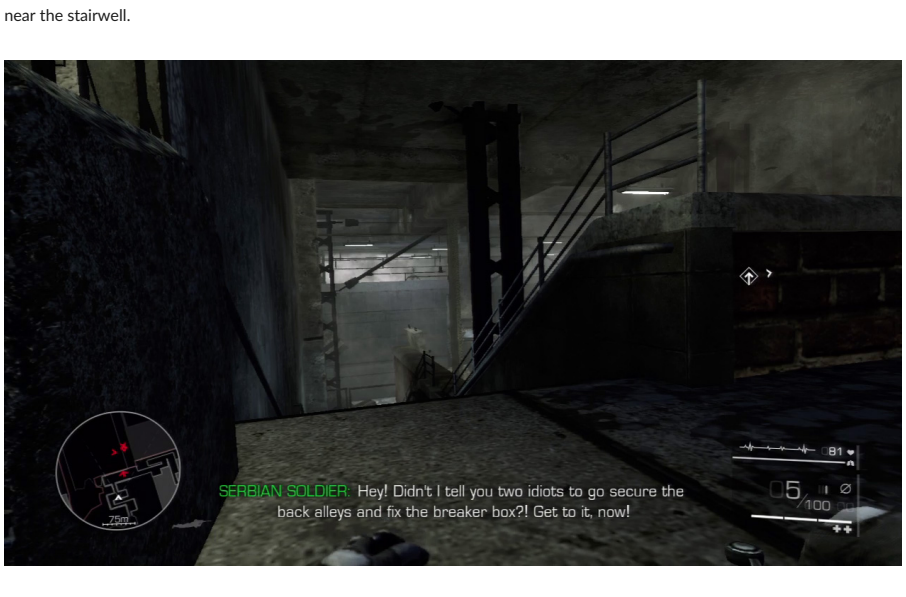


GET OUT OF THE STREET AND REACH THE
SEWERS
COMPLETED

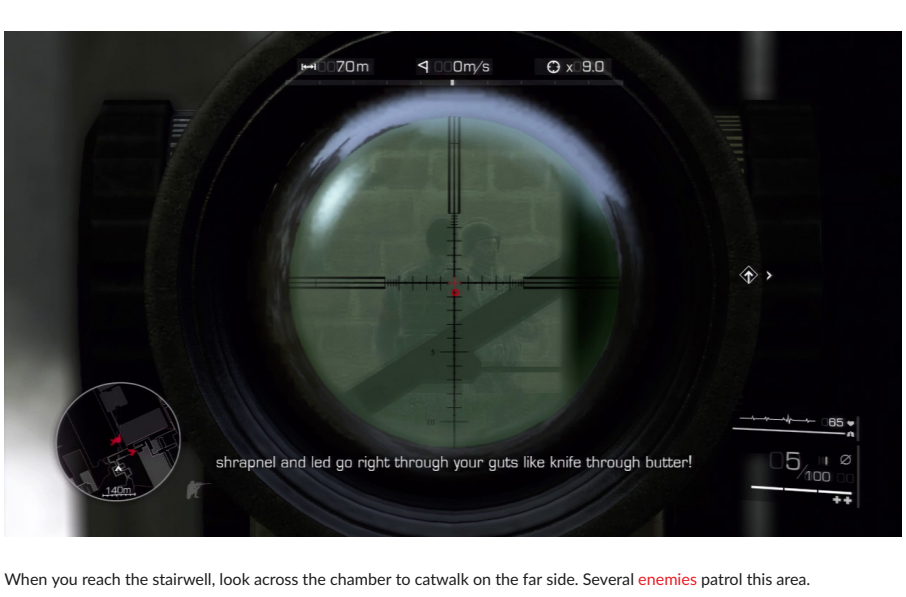


belongings with them, like fucking gypsies.

Enter the sewer system and stay alert for enemies ahead. Watch your minimap and slow down when the first enemy appears near the stairwell.



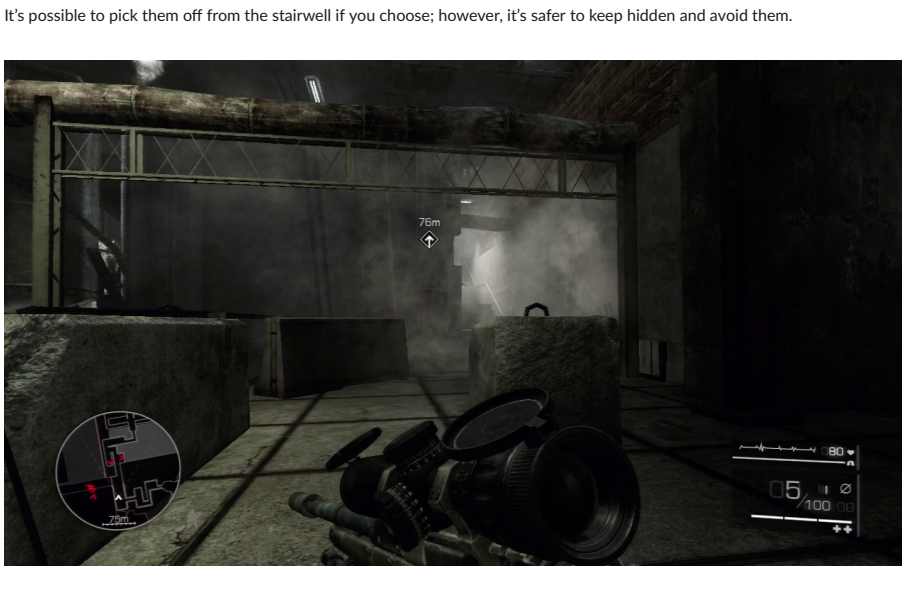
SERBIAN SOLDIER: Hey! Didn't I tell you two idiots to go secure the back alleys and fix the breaker box?! Get to it, now!

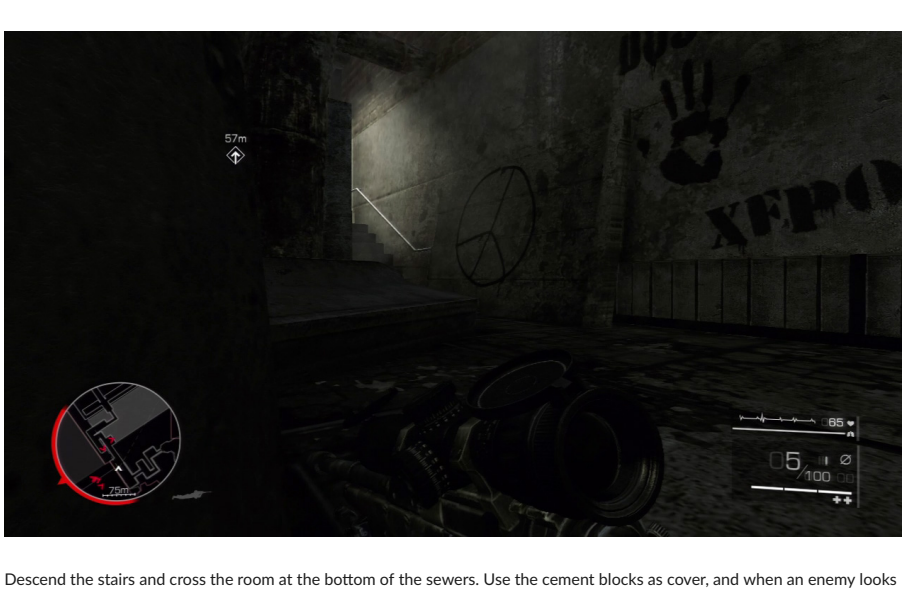


shrapnel and led go right through your guts like knife through butter!

When you reach the stairwell, look across the chamber to catwalk on the far side. Several enemies patrol this area.

It's possible to pick them off from the stairwell if you choose; however, it's safer to keep hidden and avoid them.





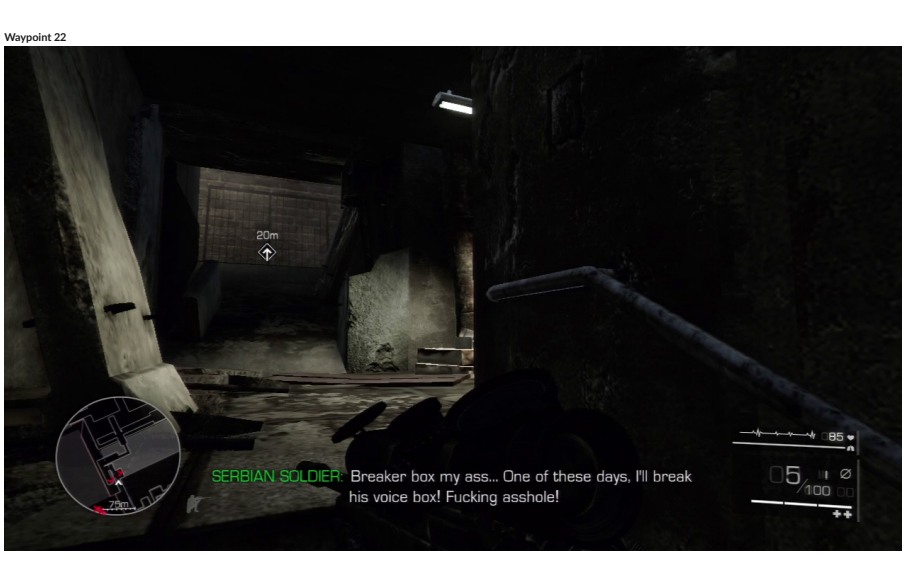
Descend the stairs and cross the room at the bottom of the sewers. Use the cement blocks as cover, and when an enemy looks in your direction drop prone and hide behind one of the blocks.

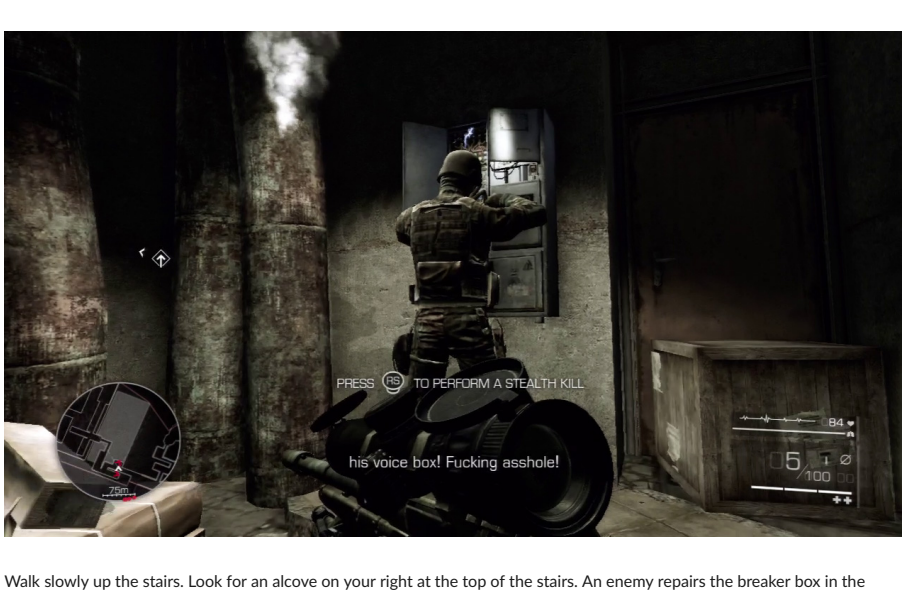
Gradually you can make your way to the stairs in the far corner.

Mission 6: Ghosts of Sarajevo

6.5 Waypoints 22-28

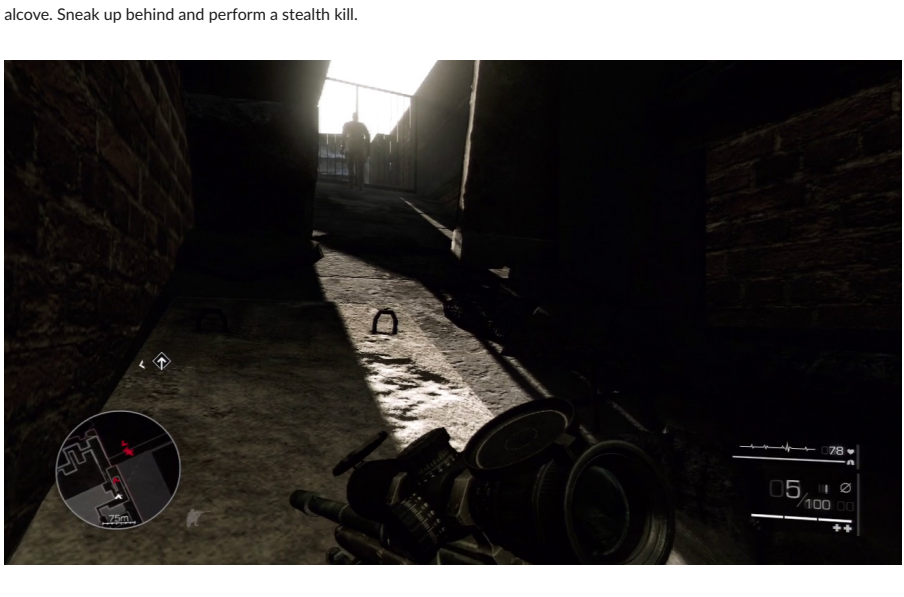
Waypoint 22

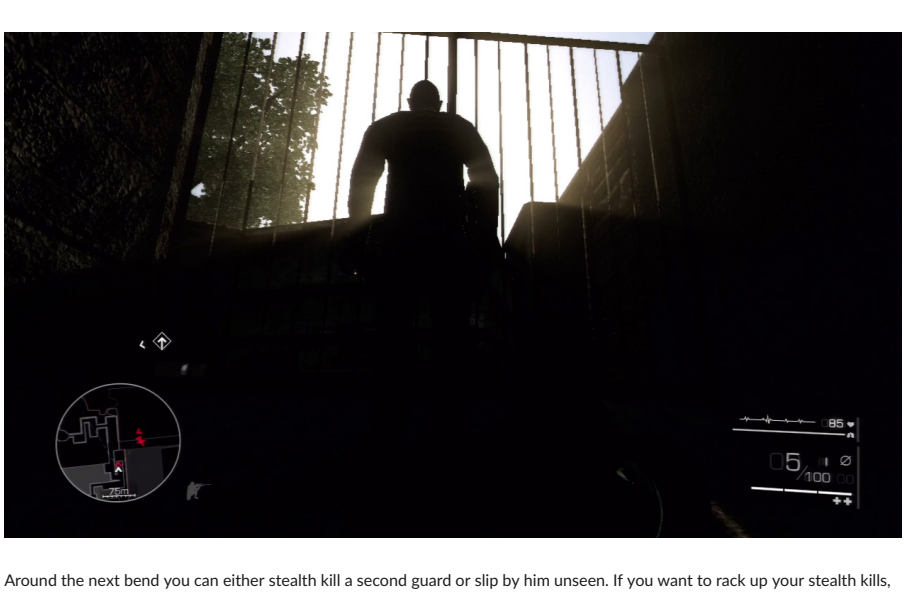

SERBIAN SOLDIER: Breaker box my ass... One of these days, I'll break his voice box! Fucking asshole!



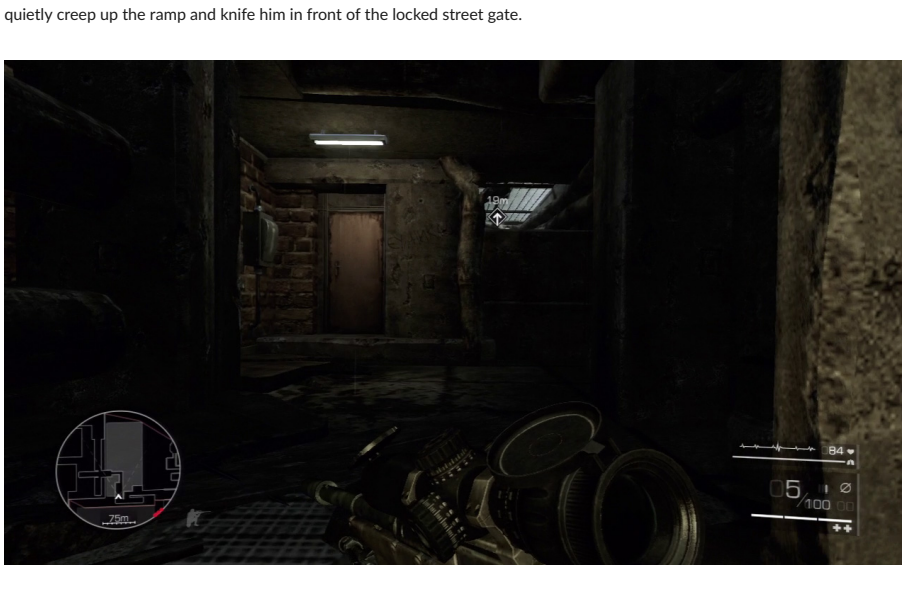
his voice box! Fucking asshole!

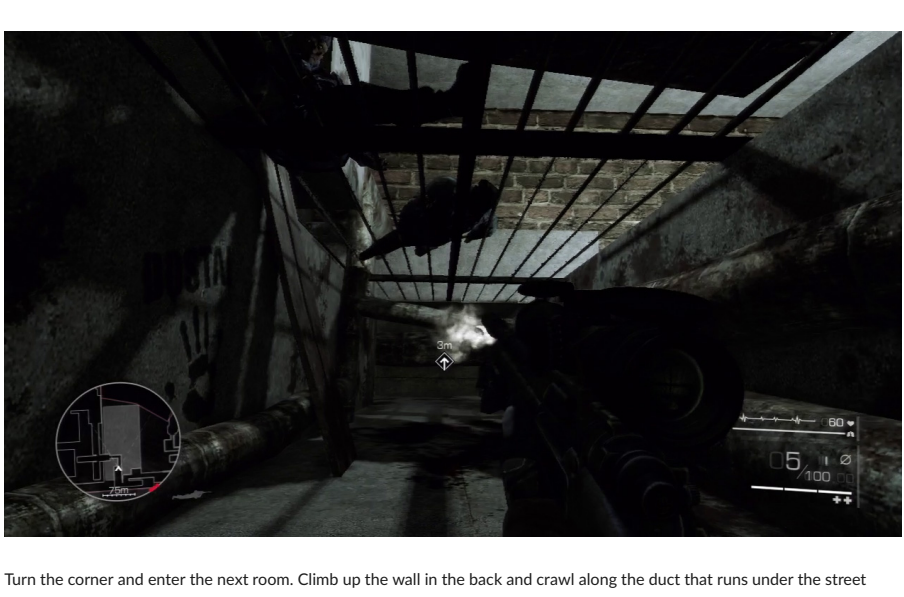
Walk slowly up the stairs. Look for an alcove on your right at the top of the stairs. An enemy repairs the breaker box in the alcove. Sneak up behind and perform a stealth kill.



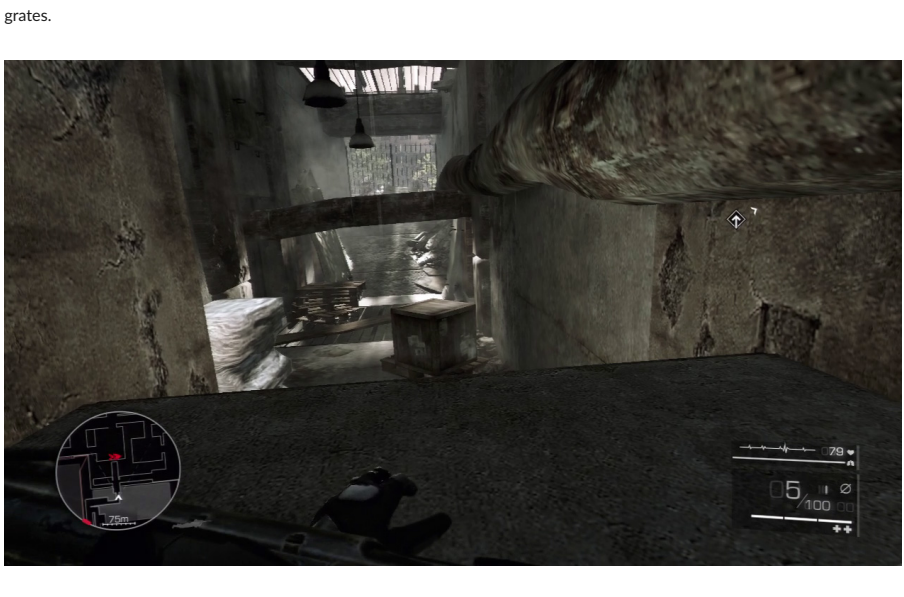


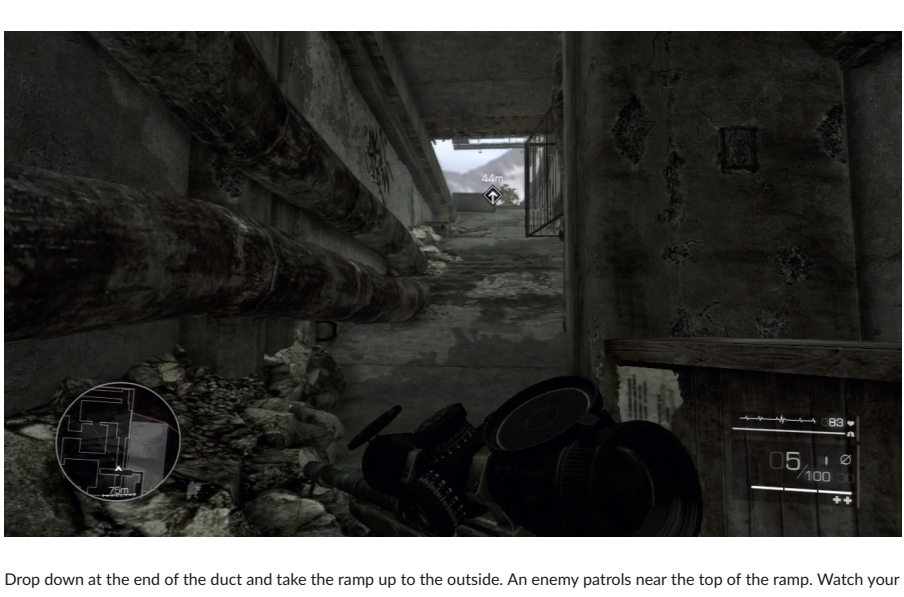
Around the next bend you can either stealth kill a second guard or slip by him unseen. If you want to rack up your stealth kills, quietly creep up the ramp and knife him in front of the locked street gate.





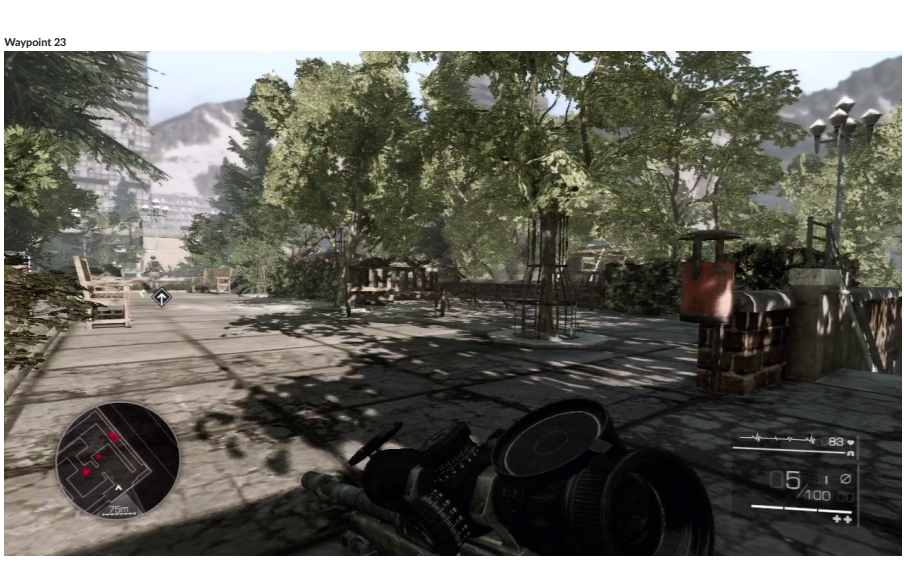
Turn the corner and enter the next room. Climb up the wall in the back and crawl along the duct that runs under the street grates.

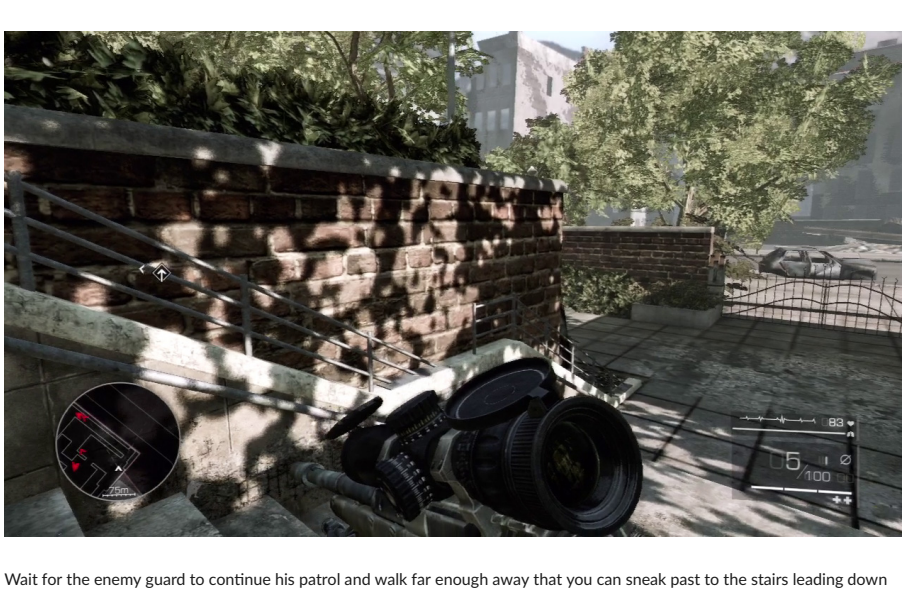




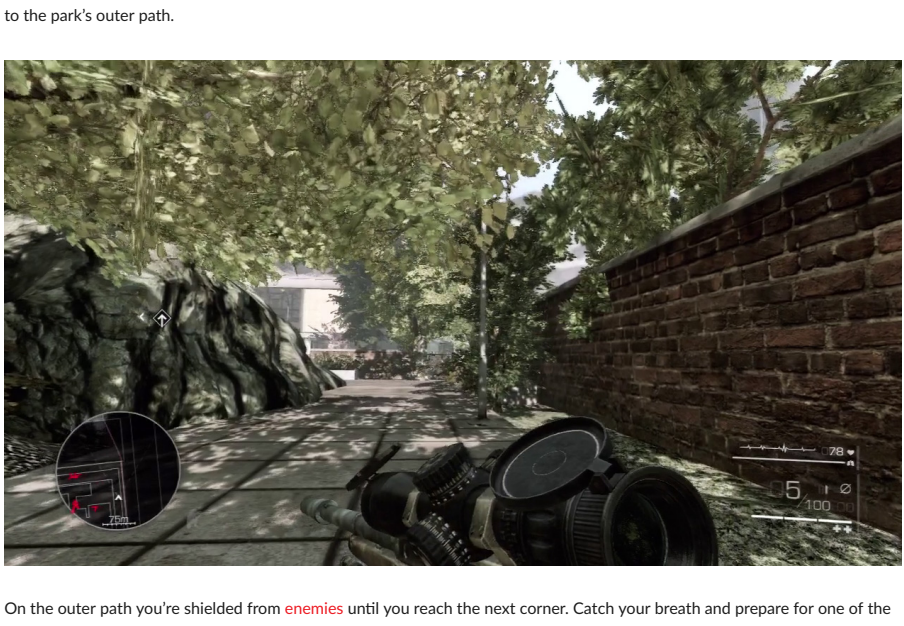
Drop down at the end of the duct and take the ramp up to the outside. An enemy patrols near the top of the ramp. Watch your minimap and move up when he clears out.

Waypoint 23



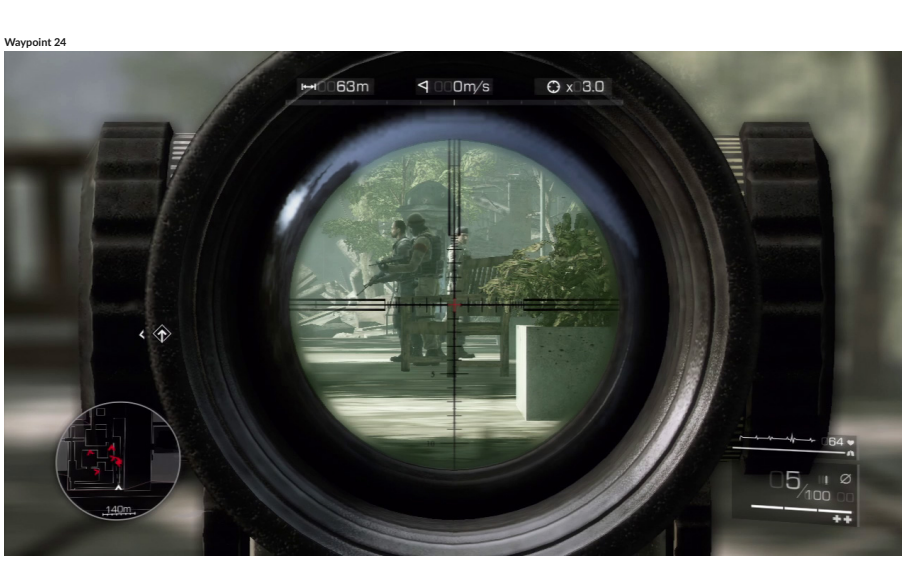


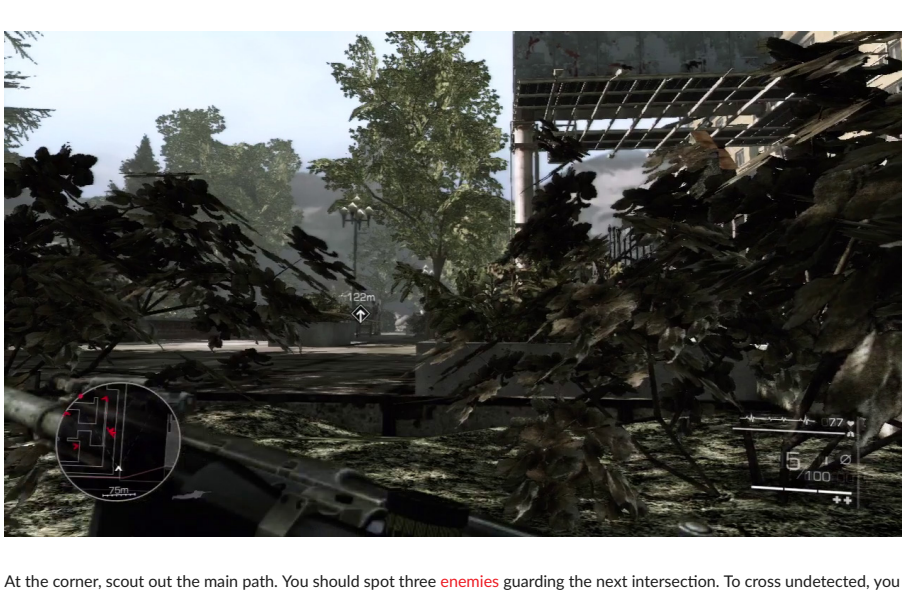
Wait for the enemy guard to continue his patrol and walk far enough away that you can sneak past to the stairs leading down to the park's outer path.



On the outer path you're shielded from enemies until you reach the next corner. Catch your breath and prepare for one of the trickiest shots in the game.

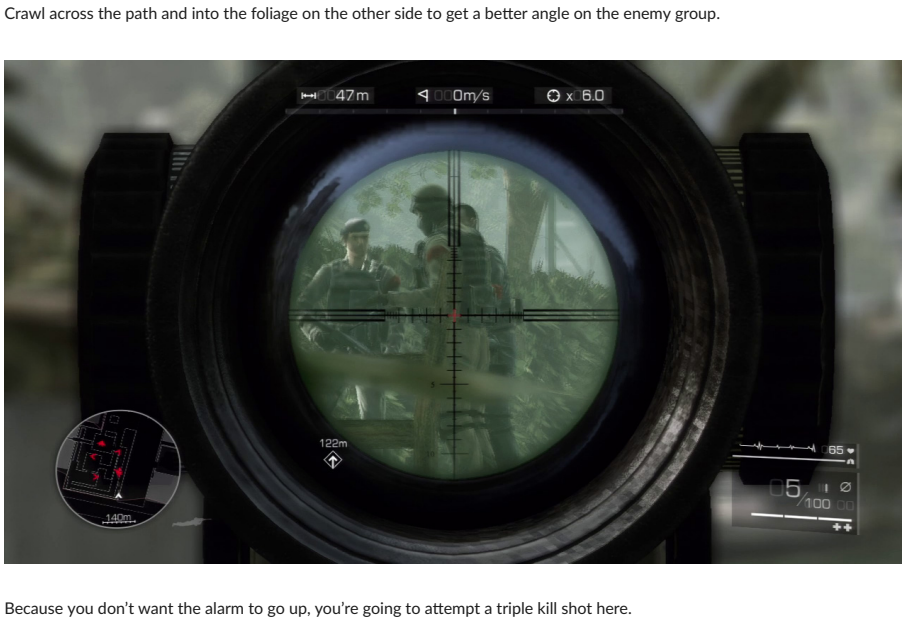
Waypoint 24





At the corner, scout out the main path. You should spot three enemies guarding the next intersection. To cross undetected, you must eliminate all three.

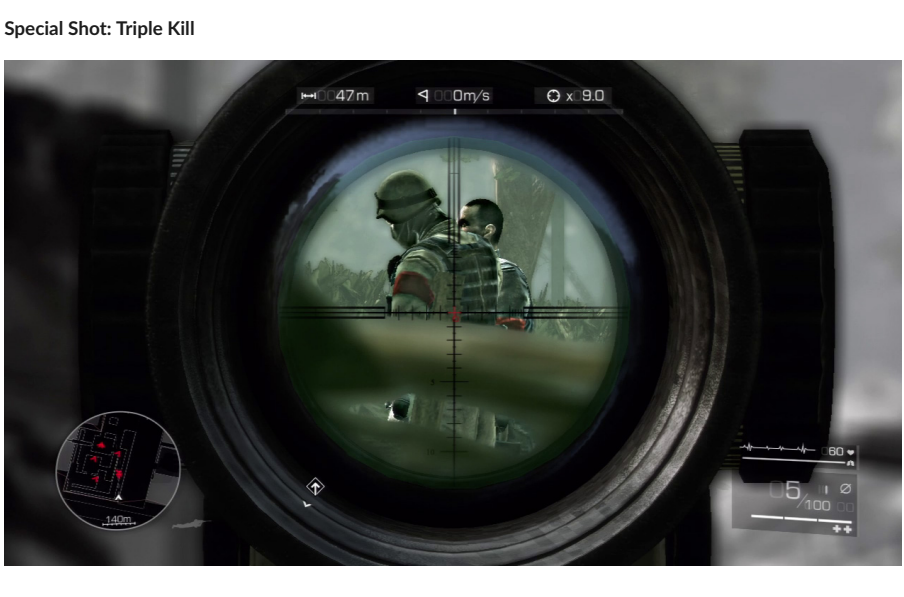
Crawl across the path and into the foliage on the other side to get a better angle on the enemy group.

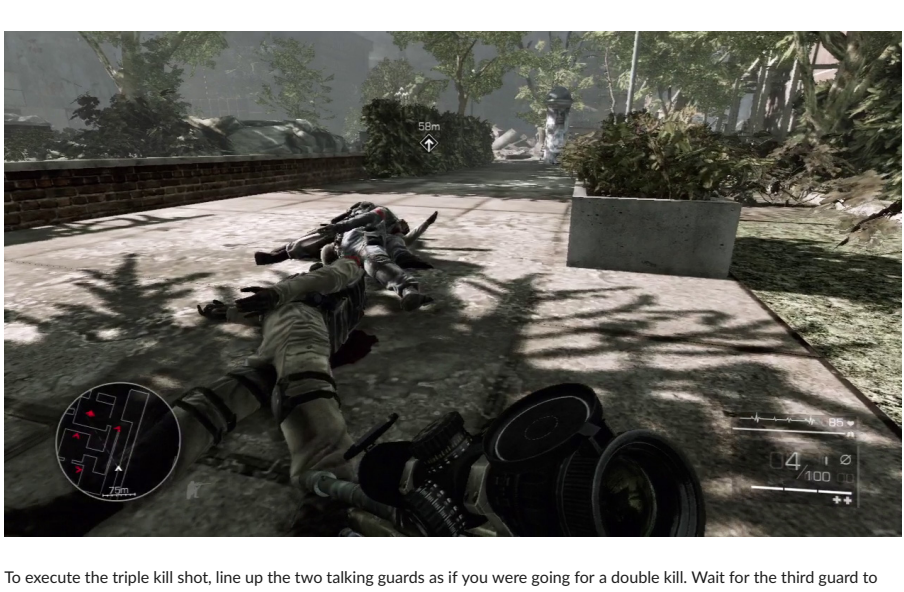


Because you don't want the alarm to go up, you're going to attempt a triple kill shot here.

Try to get at least two of the enemies and you'll be able to quickly pick off the one you missed and still keep things quiet.

Special Shot: Triple Kill

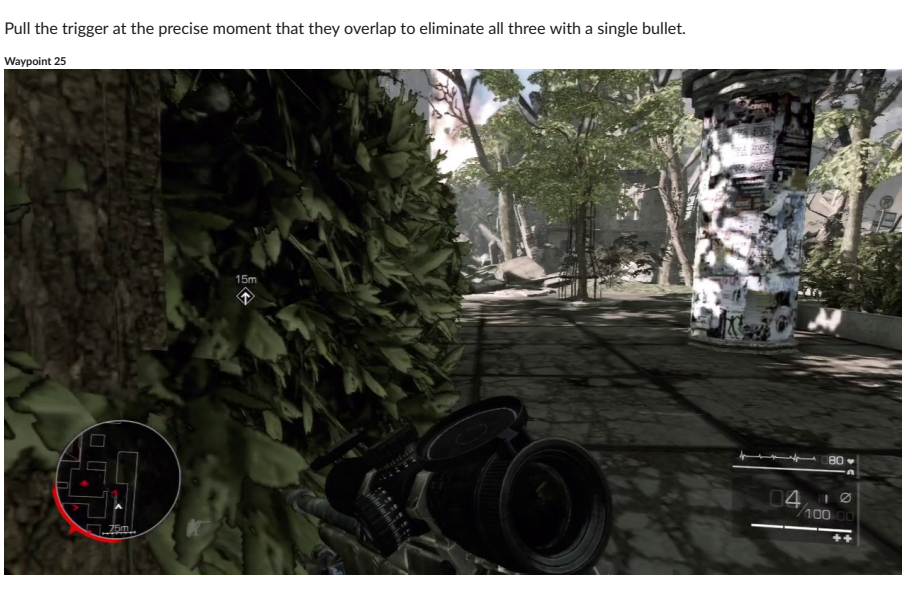


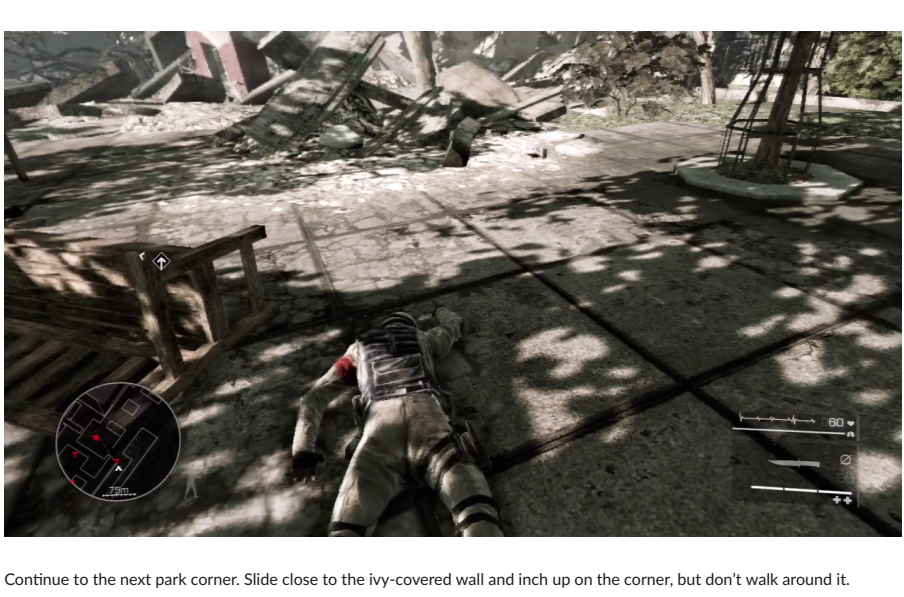


To execute the triple kill shot, line up the two talking guards as if you were going for a double kill. Wait for the third guard to pass behind them on patrol.

Pull the trigger at the precise moment that they overlap to eliminate all three with a single bullet.

Waypoint 25

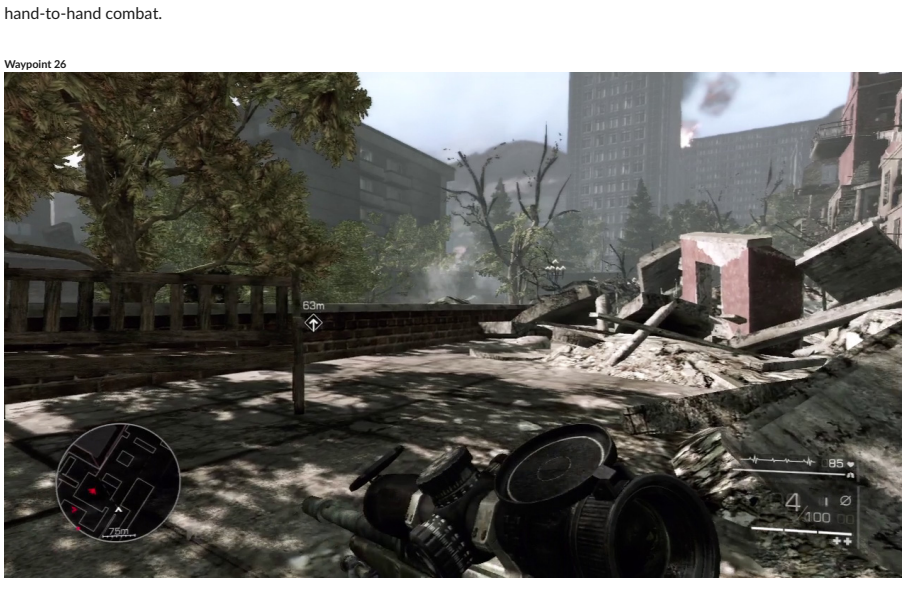


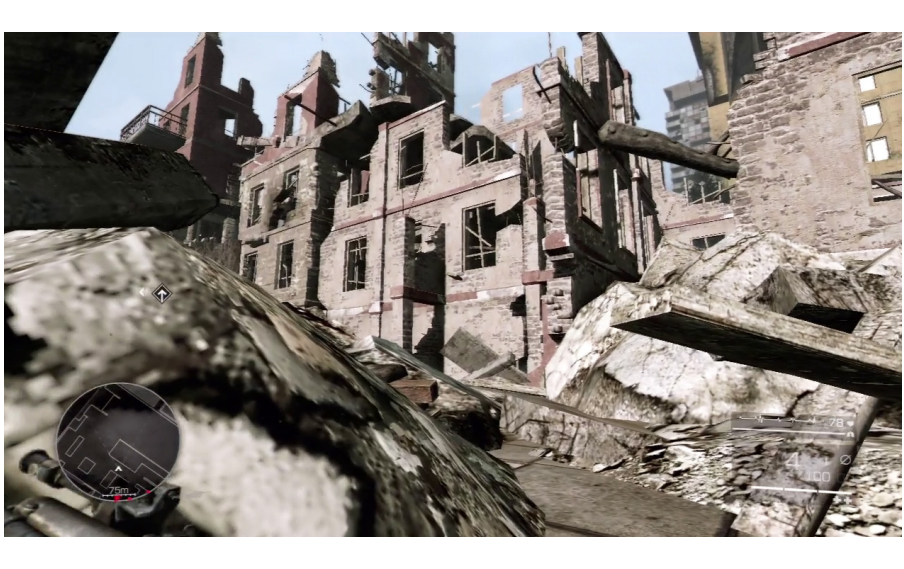


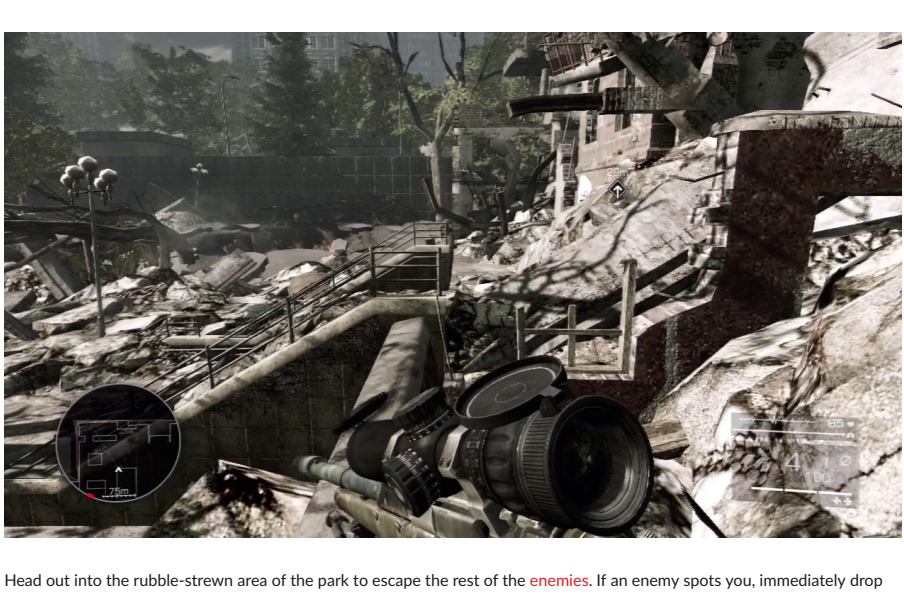
Continue to the next park corner. Slide close to the ivy-covered wall and inch up on the corner, but don't walk around it.

An enemy stands on guard at this corner. Quickly jump out and take him down with a stealth kill before he can engage you in hand-to-hand combat.

Waypoint 26



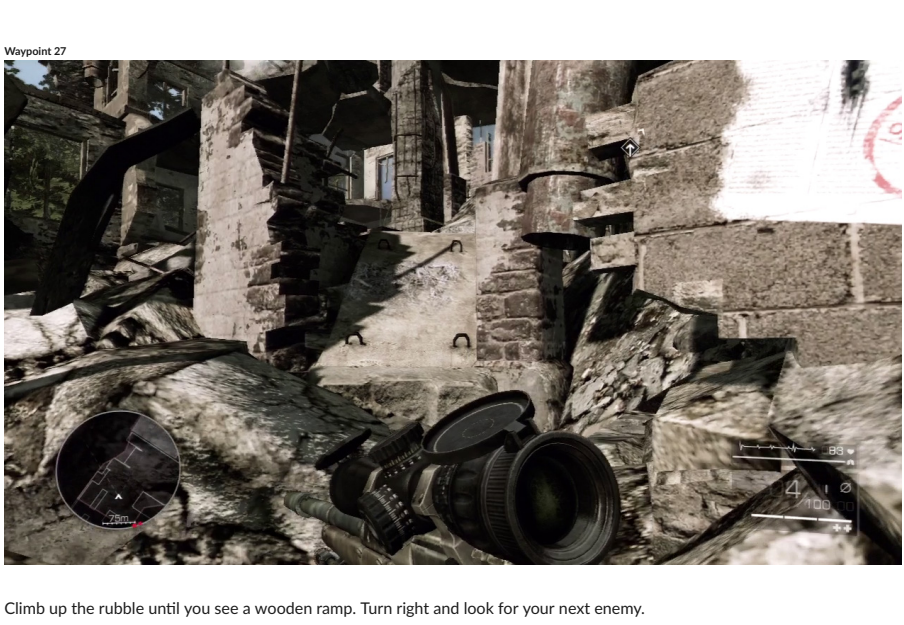




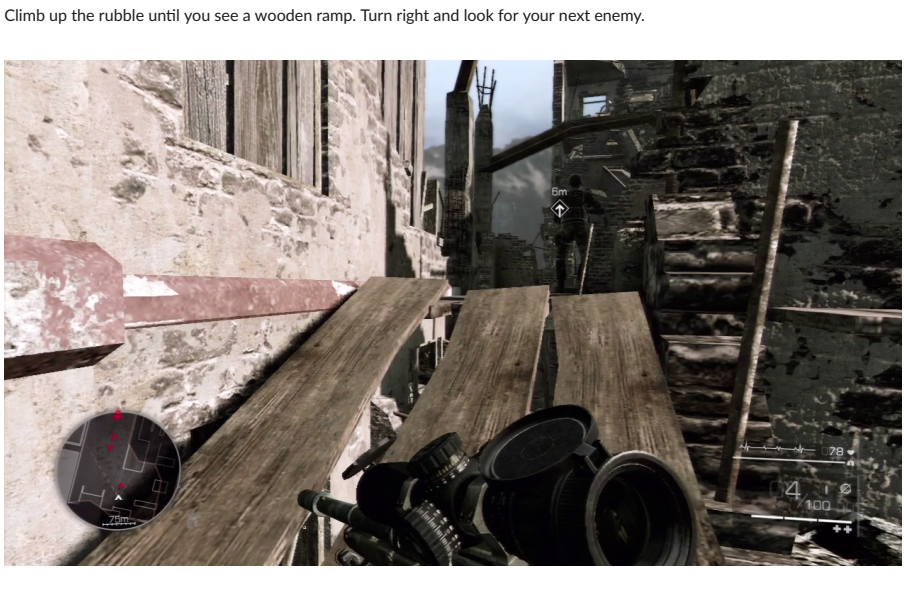
Head out into the rubble-strewn area of the park to escape the rest of the enemies. If an enemy spots you, immediately drop down from your crouch to the prone position.

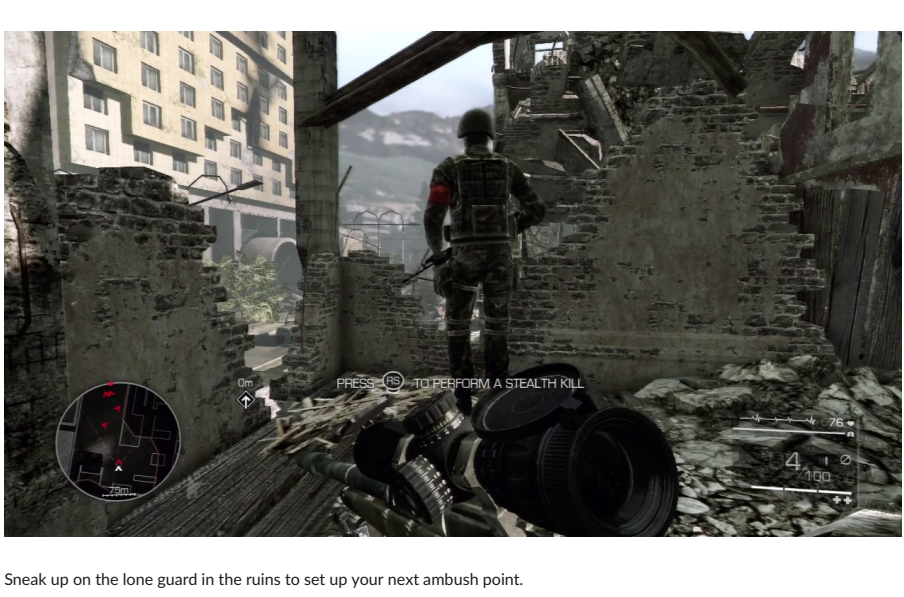
Navigate the debris in front of the destroyed buildings and walk along a section of wall to reach the area in front of the hotel.

Waypoint 27

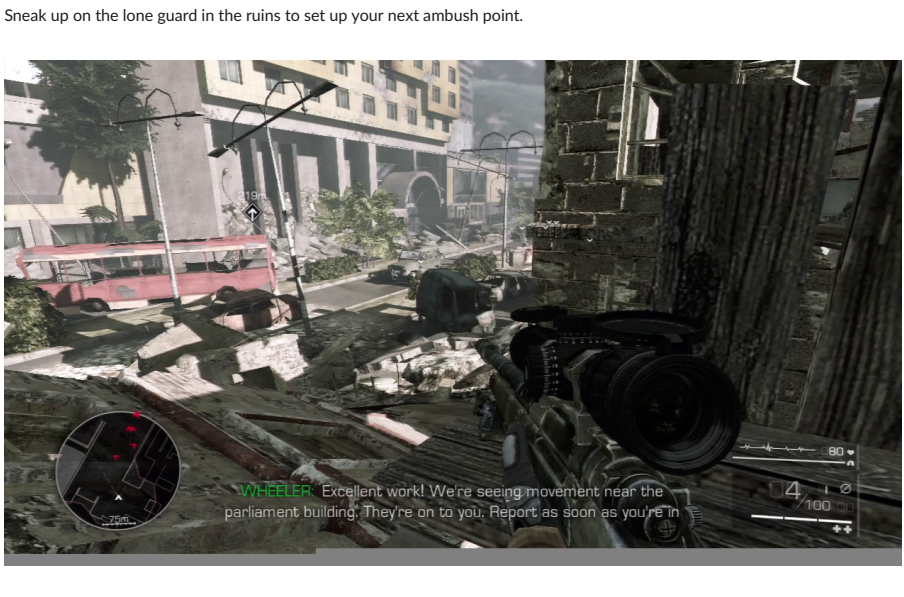


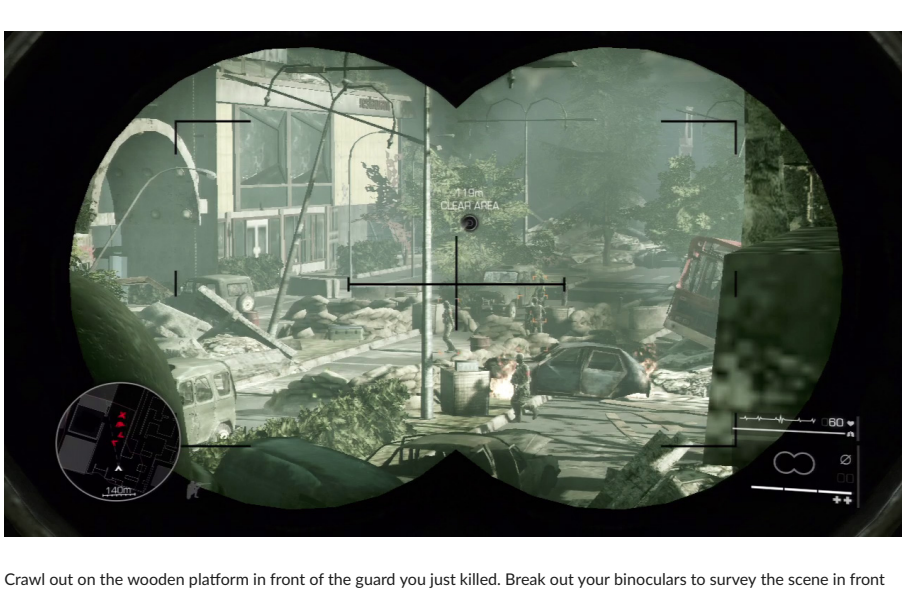
Climb up the rubble until you see a wooden ramp. Turn right and look for your next enemy.





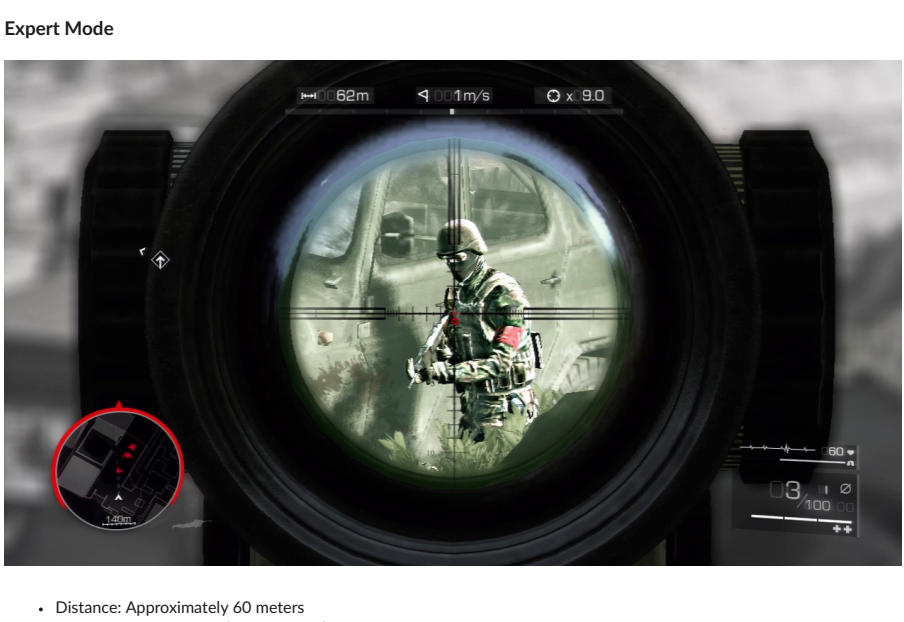
Sneak up on the lone guard in the ruins to set up your next ambush point.


WHEELER: Excellent work! We're seeing movement near the parliament building. They're on to you. Report as soon as you're in.



Crawl out on the wooden platform in front of the guard you just killed. Break out your binoculars to survey the scene in front of the hotel.

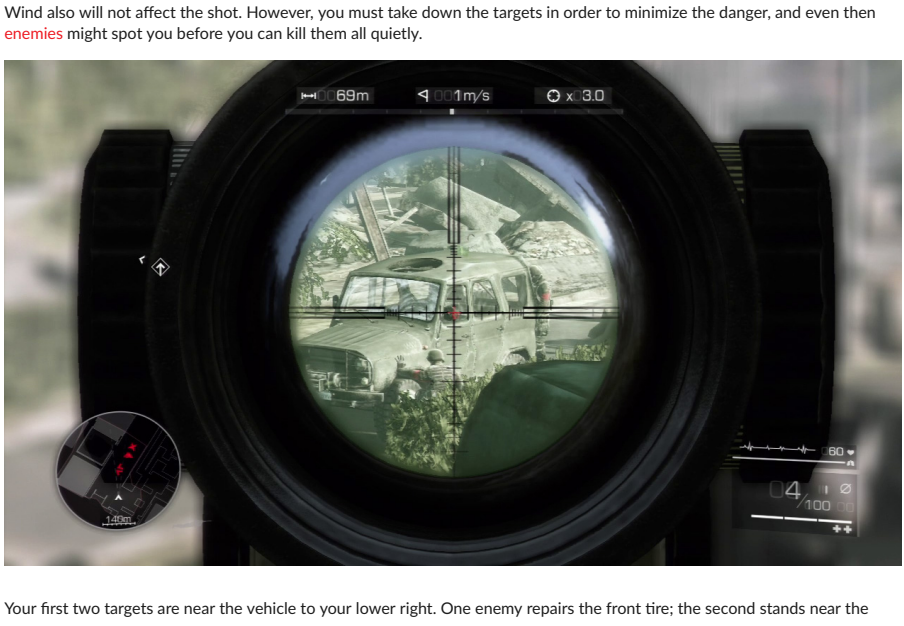
Expert Mode



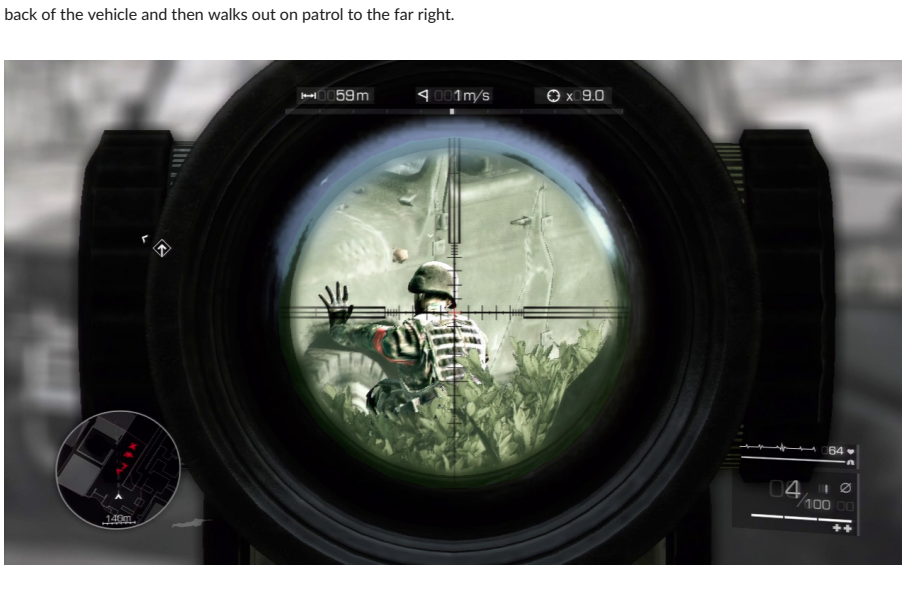
- Distance: Approximately 60 meters
- Wind: 1 meters/second (blowing right)
- Magnification: 9x

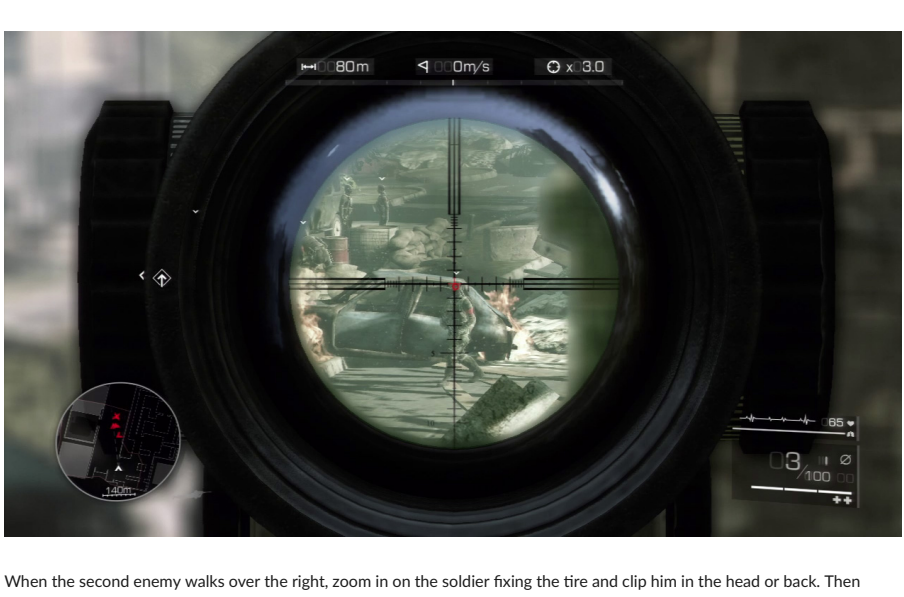
The shots in front of the hotel are all close, so distance really isn't a factor; the bullet will dip only slightly below the bull's-eye.

Wind also will not affect the shot. However, you must take down the targets in order to minimize the danger, and even then enemies might spot you before you can kill them all quietly.



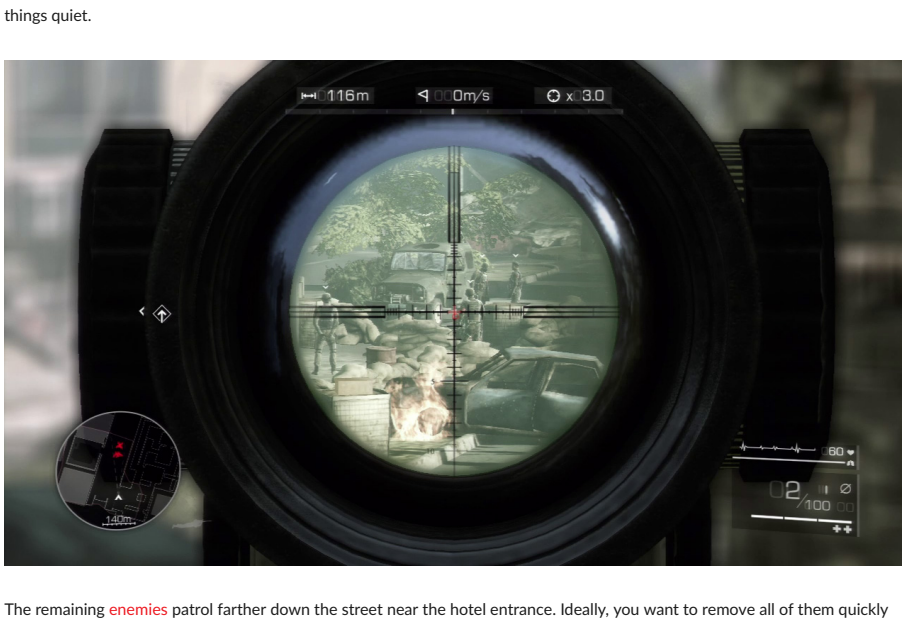
Your first two targets are near the vehicle to your lower right. One enemy repairs the front tire; the second stands near the back of the vehicle and then walks out on patrol to the far right.





When the second enemy walks over the right, zoom in on the soldier fixing the tire and clip him in the head or back. Then swing your focus to the second enemy and take him out as he pauses on the perimeter.

If you aren't quick enough, he will double back and see his partner dead and you'll have to shoot him at the vehicle to keep things quiet.



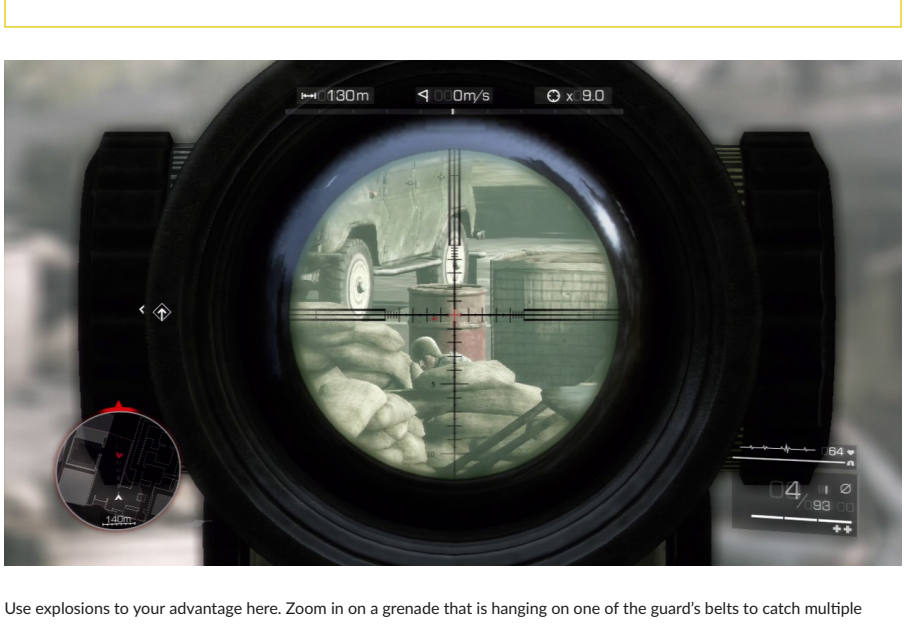
The remaining enemies patrol farther down the street near the hotel entrance. Ideally, you want to remove all of them quickly with only two or three shots; otherwise, you will have a shootout on your hands.

Achievement Unlock: Hazardous Materials

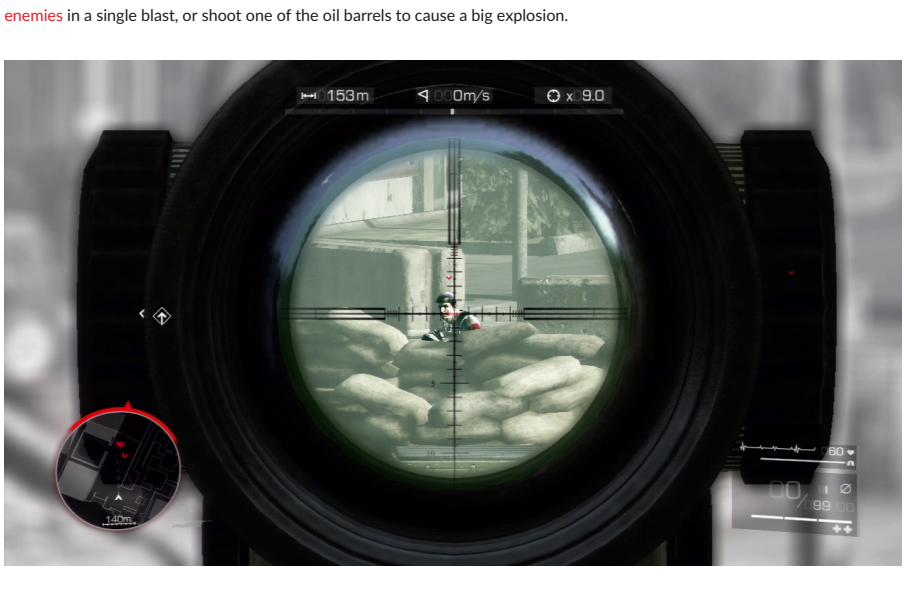
- Xbox 360 Gamer Points: 25
- PlayStation Trophy: Silver

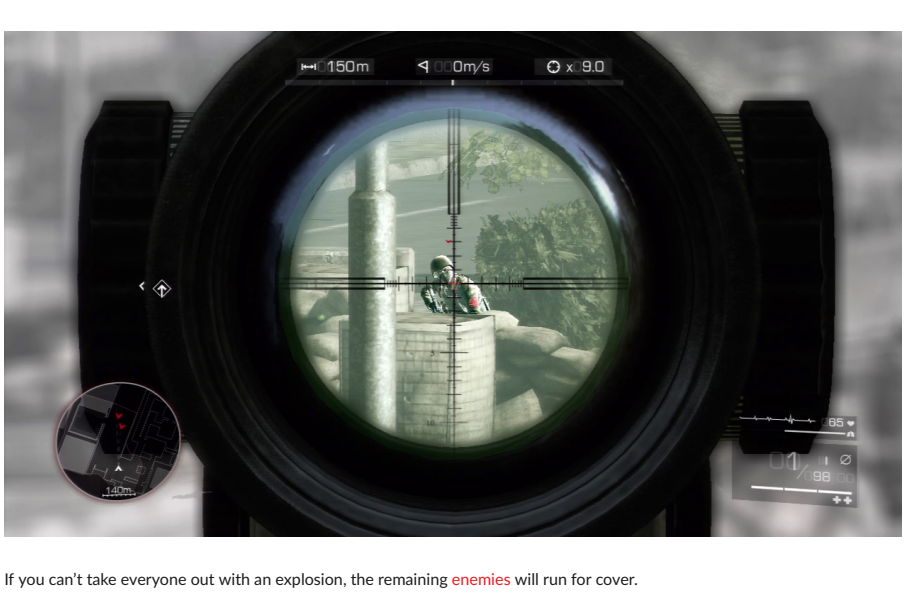
Kill three or more enemies with a grenade to earn the "Hazardous Materials" achievement.

You have a chance to do this by shooting a grenade on one of the enemies guarding the hotel at the end of the mission, or you can look for future opportunities in the Act 3 missions.



Use explosions to your advantage here. Zoom in on a grenade that is hanging on one of the guard's belts to catch multiple enemies in a single blast, or shoot one of the oil barrels to cause a big explosion.





If you can't take everyone out with an explosion, the remaining enemies will run for cover.

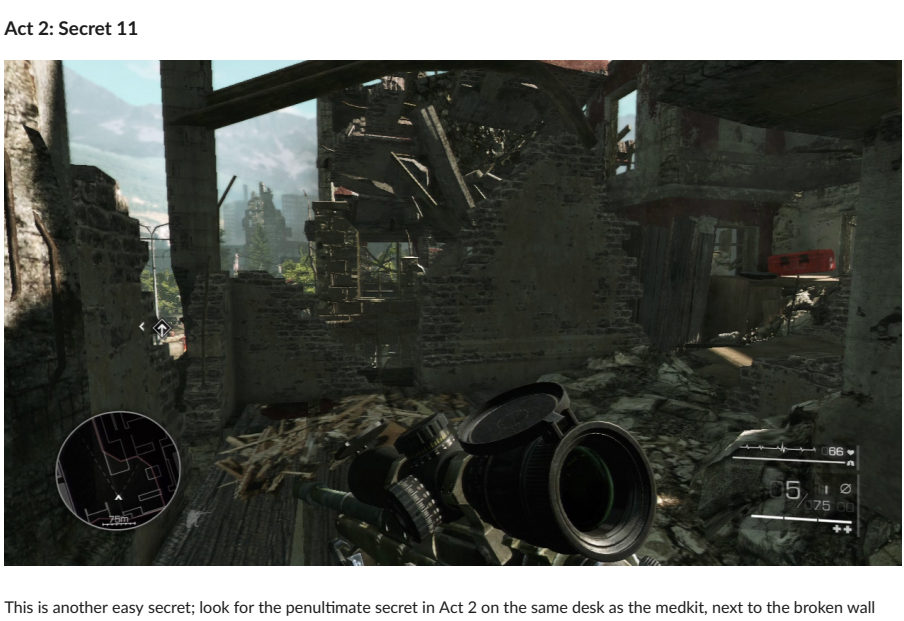
Search for each enemy, and when you discover his cover spot, wait patiently for him to pop up so you can shell him.

Achievement Unlock: Keepsakes of War

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

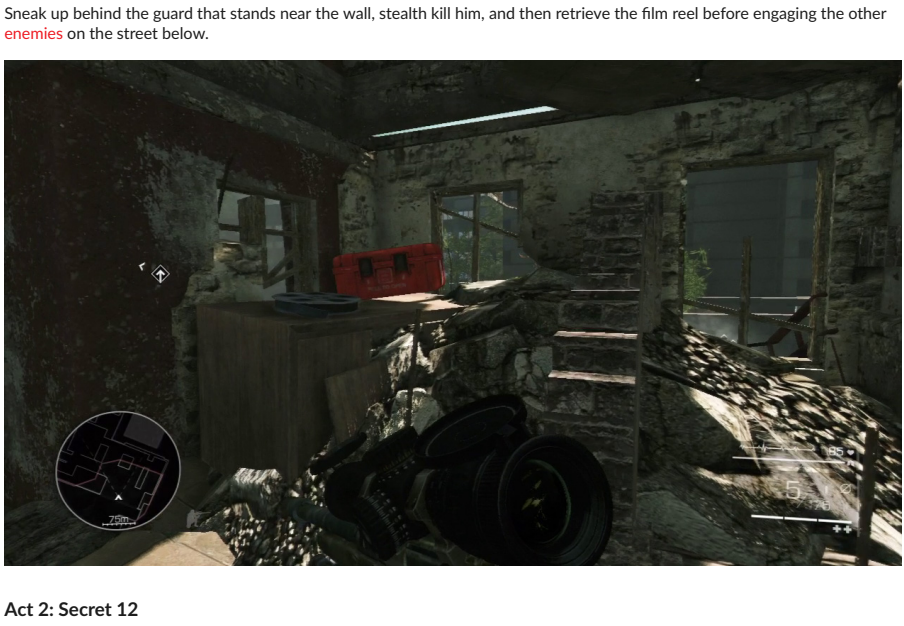
Collect all 12 secrets in missions 4, 5, and 6 (Act 2) to earn the "Keepsakes of War" achievement. If you miss any secrets, you can always replay the game for a second try.

Act 2: Secret 11

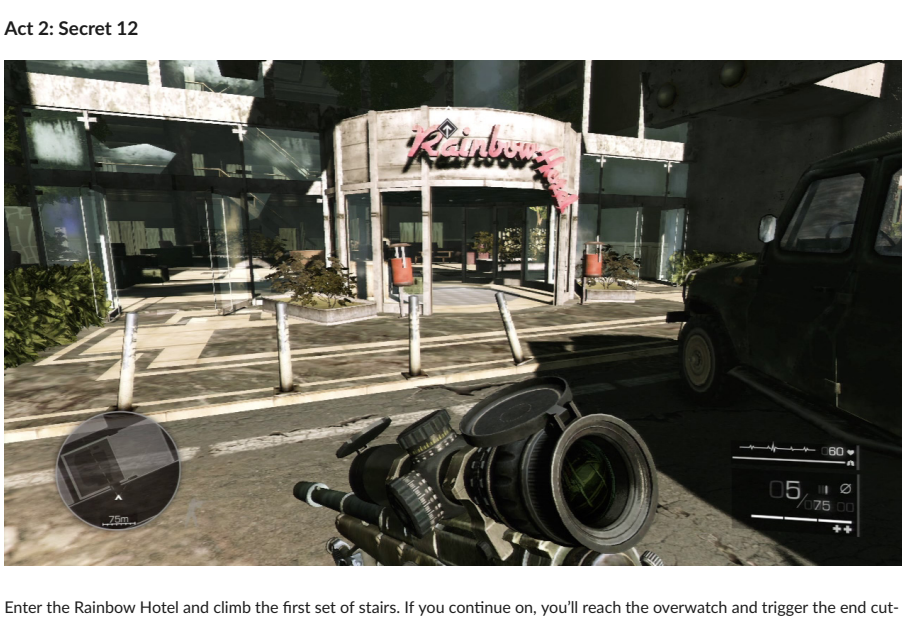


This is another easy secret; look for the penultimate secret in Act 2 on the same desk as the medkit, next to the broken wall overlooking the Rainbow Hotel.

Sneak up behind the guard that stands near the wall, stealth kill him, and then retrieve the film reel before engaging the other enemies on the street below.

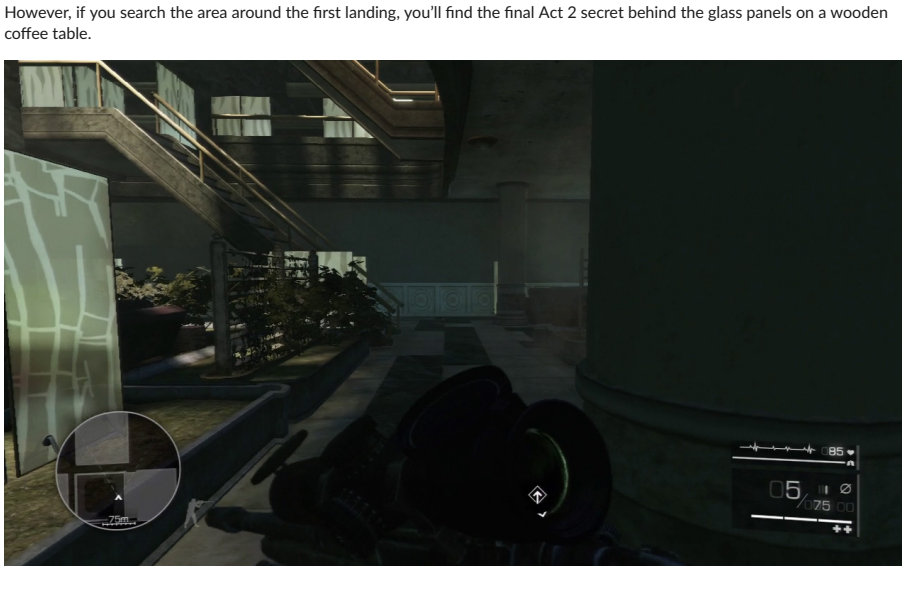


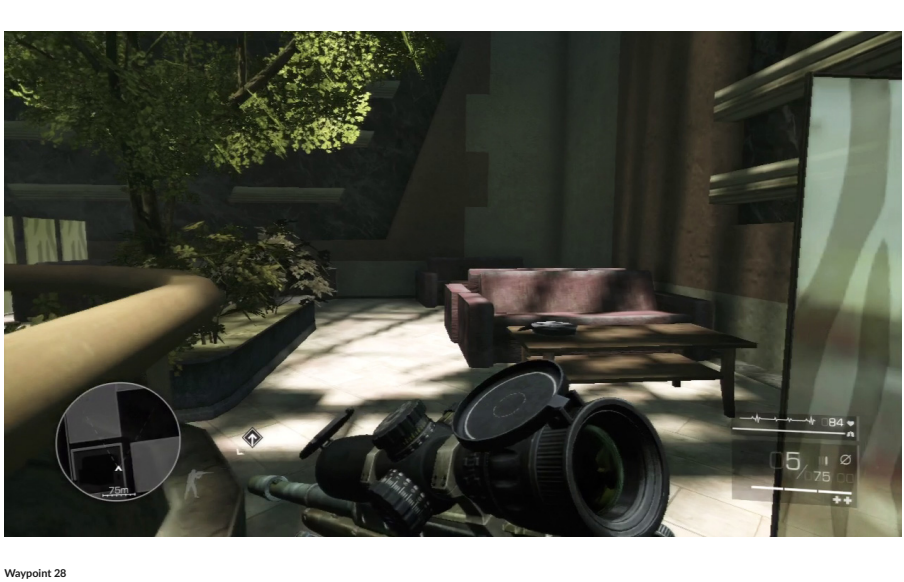
Act 2: Secret 12



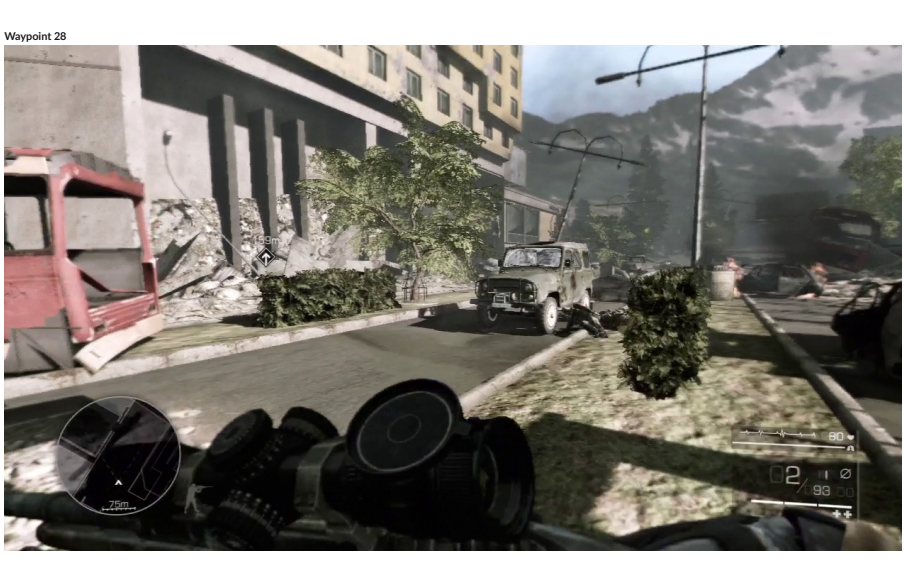
Enter the Rainbow Hotel and climb the first set of stairs. If you continue on, you'll reach the overwatch and trigger the end cut-scene.

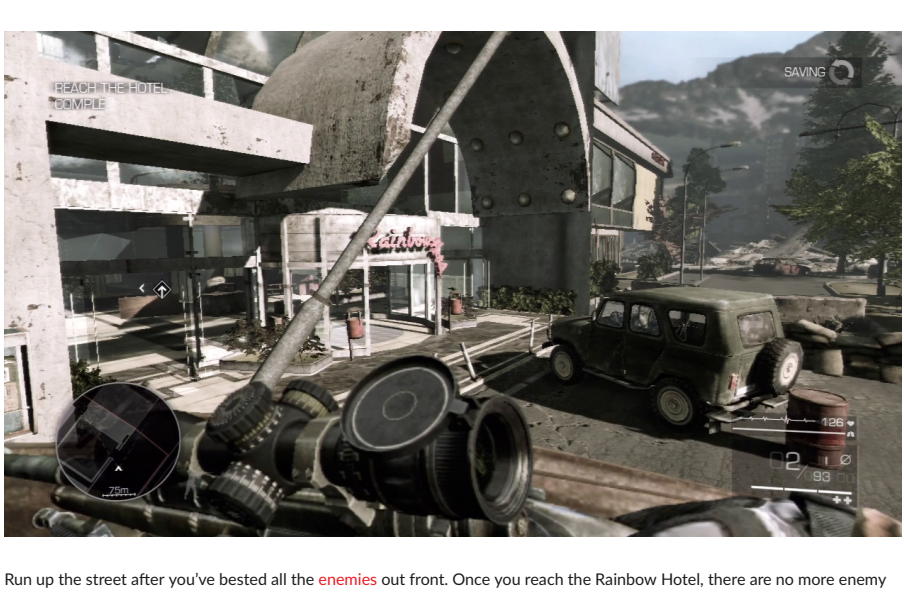
However, if you search the area around the first landing, you'll find the final Act 2 secret behind the glass panels on a wooden coffee table.



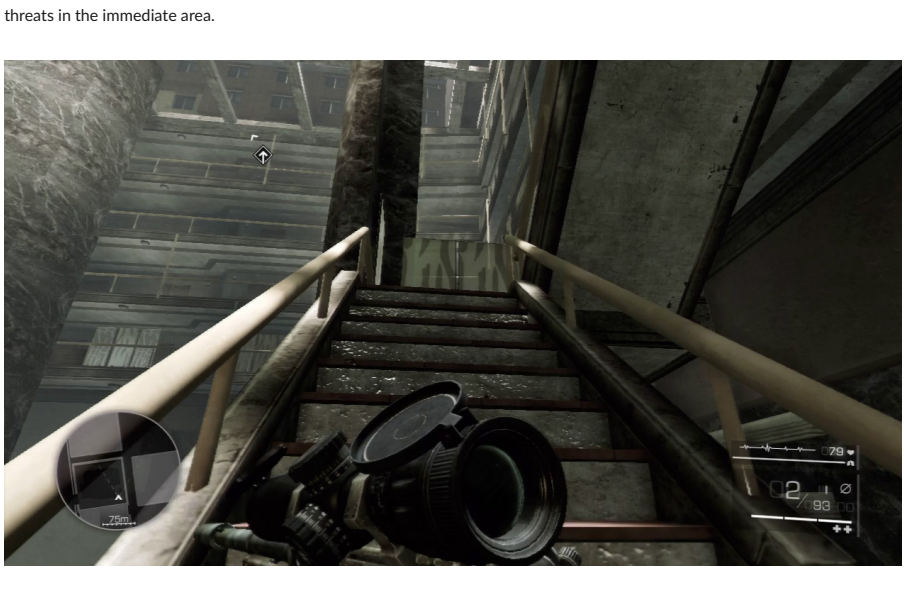


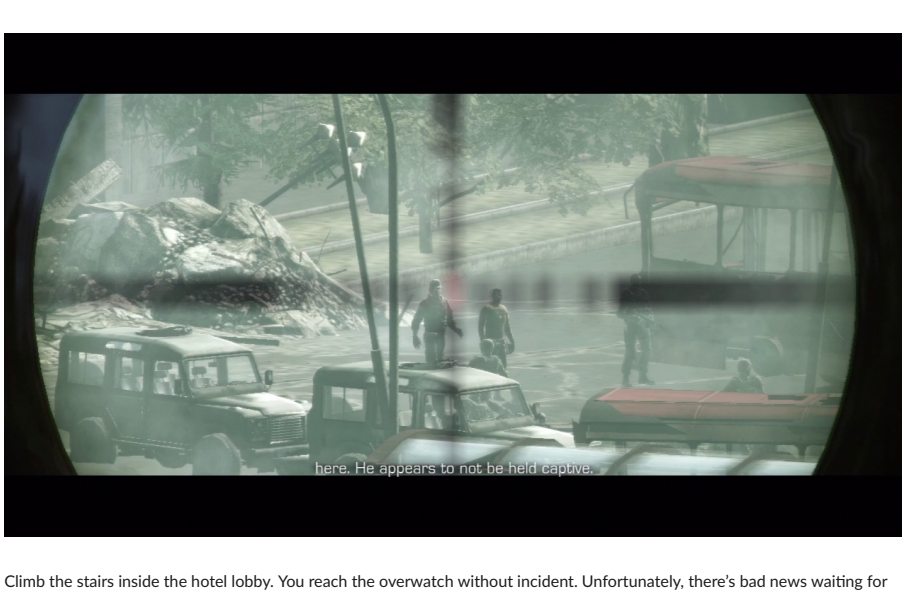
Waypoint 28





Run up the street after you've bested all the enemies out front. Once you reach the Rainbow Hotel, there are no more enemy threats in the immediate area.

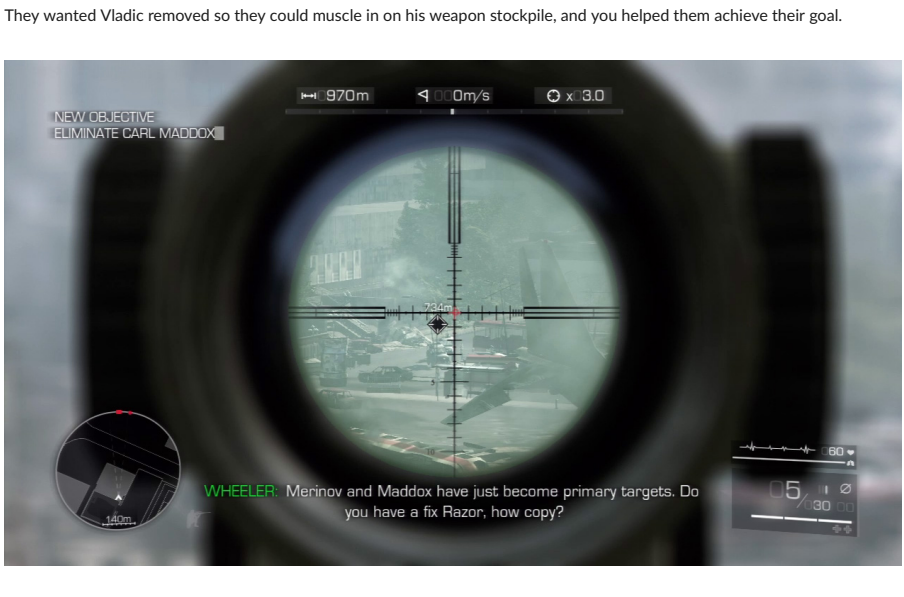



here. He appears to not be held captive.

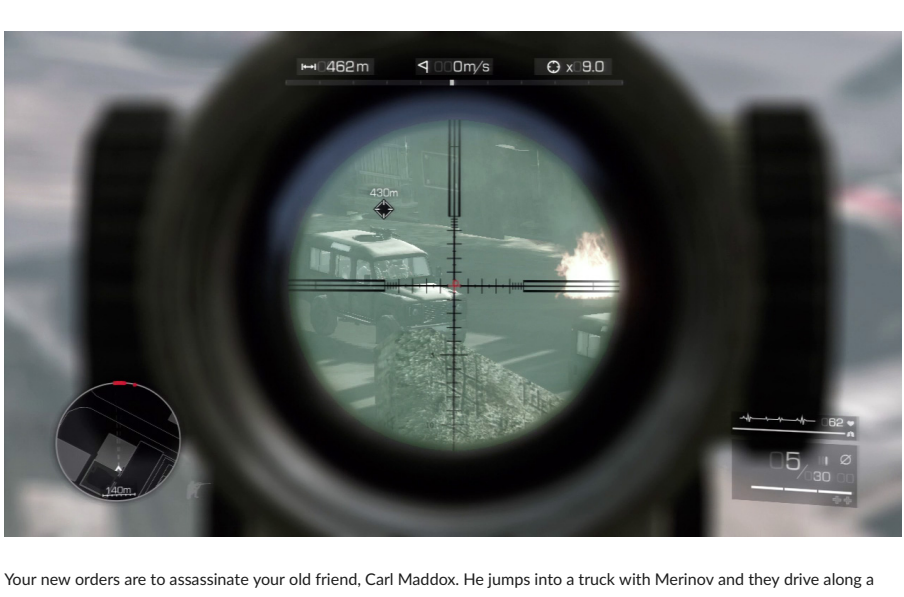
Climb the stairs inside the hotel lobby. You reach the overwatch without incident. Unfortunately, there's bad news waiting for you when you survey the grounds in front of the Parliament building.

Maddox isn't being held captive; he's turned traitor and has been working with Merinov the whole time.

They wanted Vladic removed so they could muscle in on his weapon stockpile, and you helped them achieve their goal.

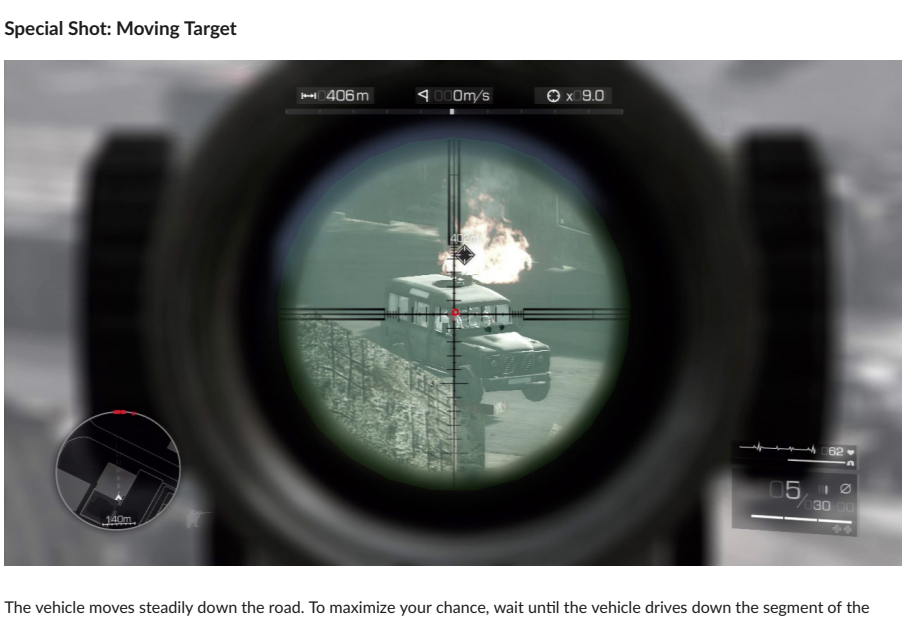


WHEELER: Merinov and Maddox have just become primary targets. Do you have a fix Razor, how copy?



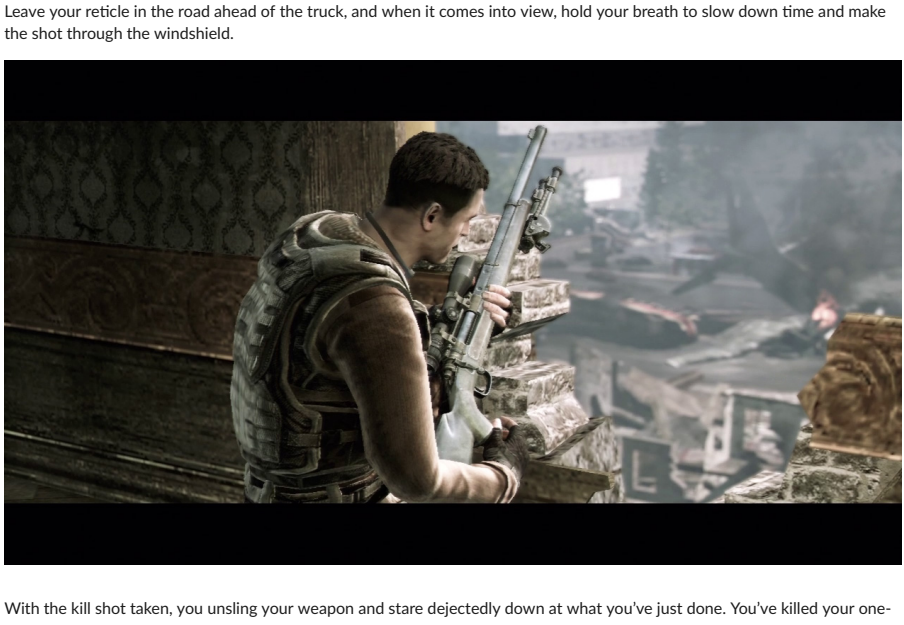
Your new orders are to assassinate your old friend, Carl Maddox. He jumps into a truck with Merinov and they drive along a windy road filled with lots of debris. You must hit the moving target before it disappears out of sight.

Special Shot: Moving Target



The vehicle moves steadily down the road. To maximize your chance, wait until the vehicle drives down the segment of the road closest to you.

Leave your reticle in the road ahead of the truck, and when it comes into view, hold your breath to slow down time and make the shot through the windshield.

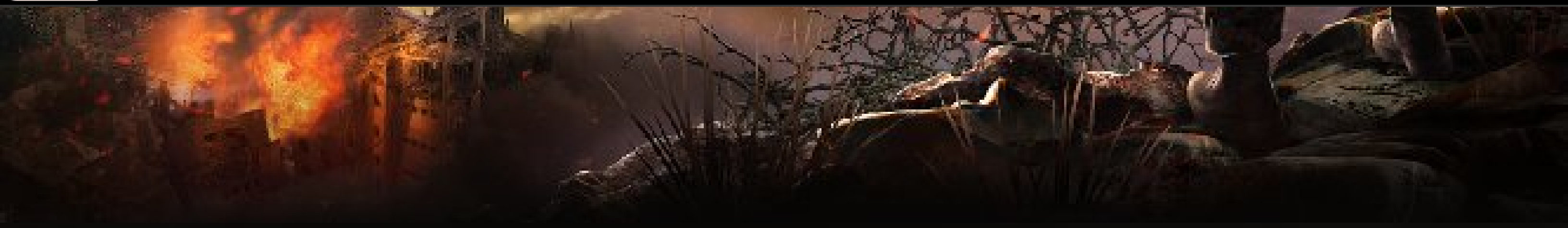


With the kill shot taken, you unsling your weapon and stare dejectedly down at what you've just done. You've killed your one-time friend, but is this the end?

Achievement Unlock: Operation Archangel

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

To earn the "Operation Archangel" you simply have to complete mission 6 and finish off Act 2. However, surviving the mission isn't a walk in the park.



Mission 7: Knife in the Dark

7.1 Overview

Click here for interactive map

Mission Overview

Back in present day, Diaz convinces the “Powers That Be” to let you out of your holding cell after the debacle that happened in Act 1.

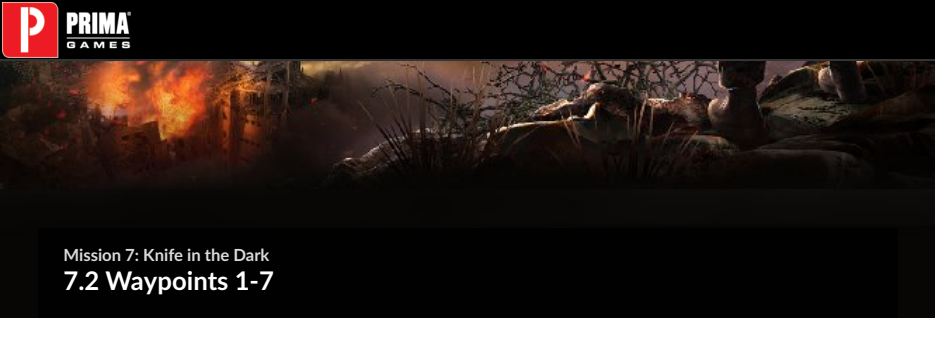
Merinov has surfaced again with the bio-agent, and this time he’s looking to sell it to Abdel Ahmed Hassan, a doomsday maniac with a family fortune and a love for violence.

The exchange is set to go down in Nepal, and Diaz has recruited you to accompany him for an intercept mission and one last shot at Merinov.

If you would like to earn the “Say Hello To My Little Friend” achievement, trade some of your stealth kills for sidearm kills; notch 30 dead enemies with your pistol and you collect the achievement.

Objectives

- Follow Diaz.
- Eliminate all enemies in the village.
- Follow Diaz.
- Get through the village undetected.
- Rendezvous with Diaz.
- Follow Diaz.
- Eavesdrop on the enemy conversation.
- Reach the communications post.

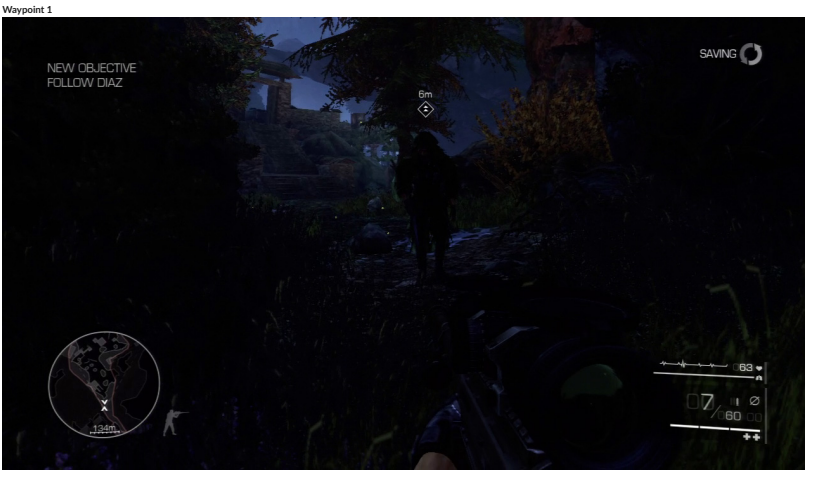


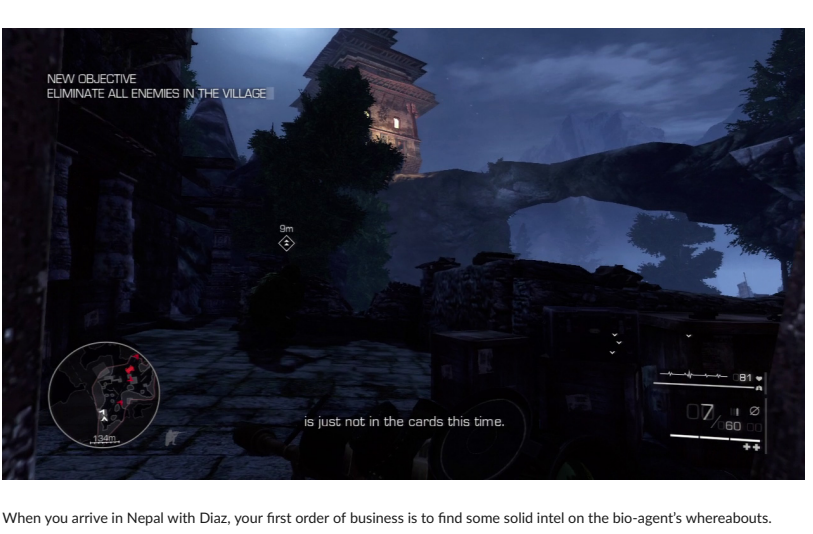
Mission 7: Knife in the Dark

7.2 Waypoints 1-7

Video is restricted

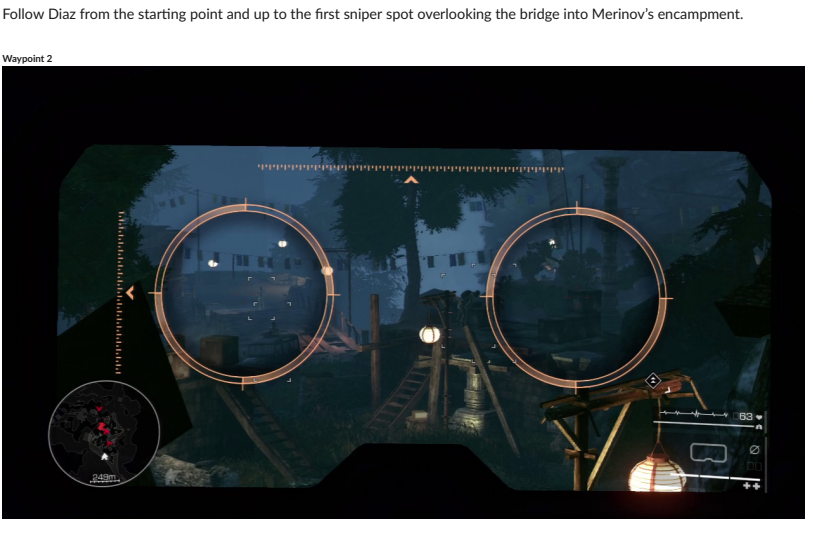
Waypoint 1

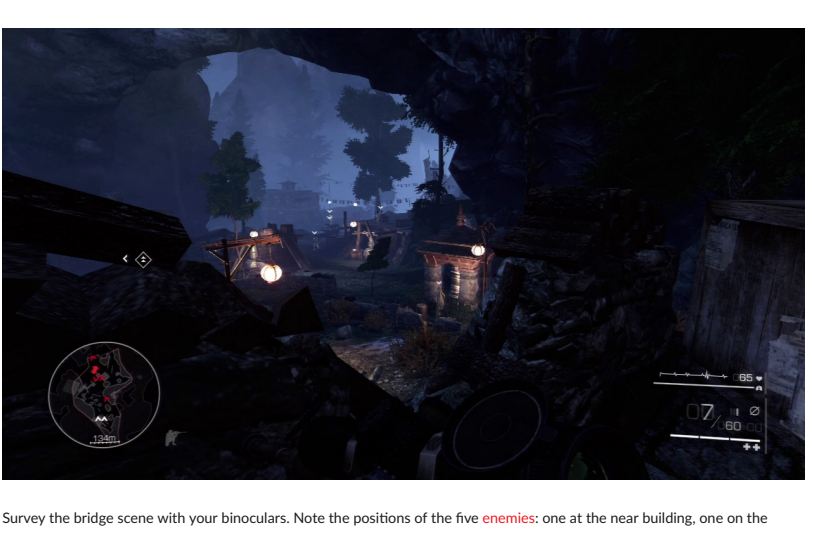



NEW OBJECTIVE
ELIMINATE ALL ENEMIES IN THE VILLAGE
9m
is just not in the cards this time.
134m

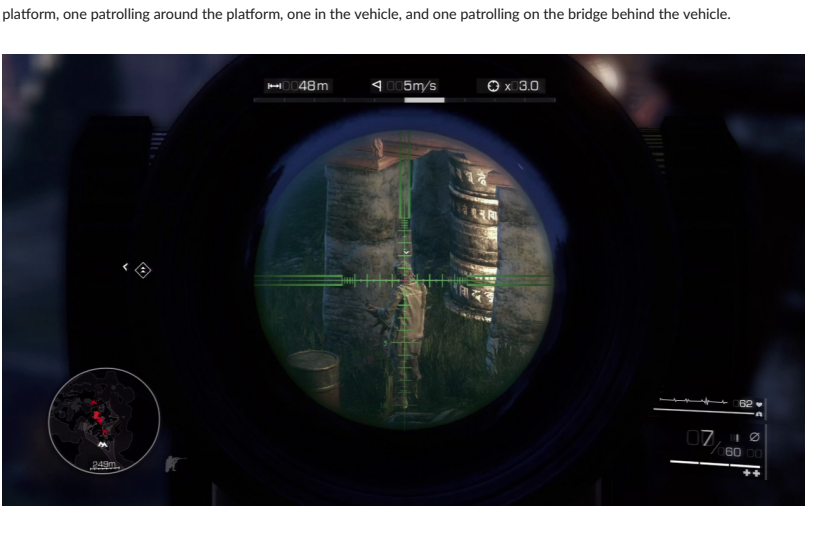
When you arrive in Nepal with Diaz, your first order of business is to find some solid intel on the bio-agent's whereabouts. Follow Diaz from the starting point and up to the first sniper spot overlooking the bridge into Merinov's encampment.

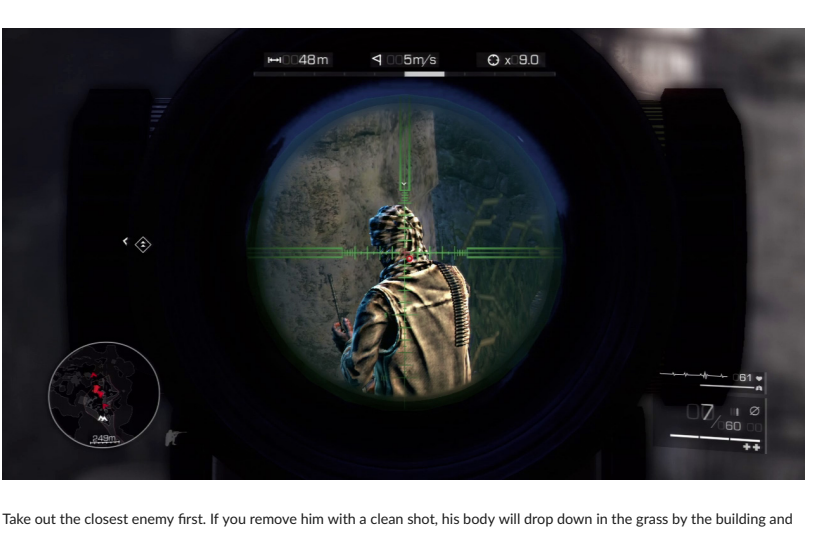
Waypoint 2





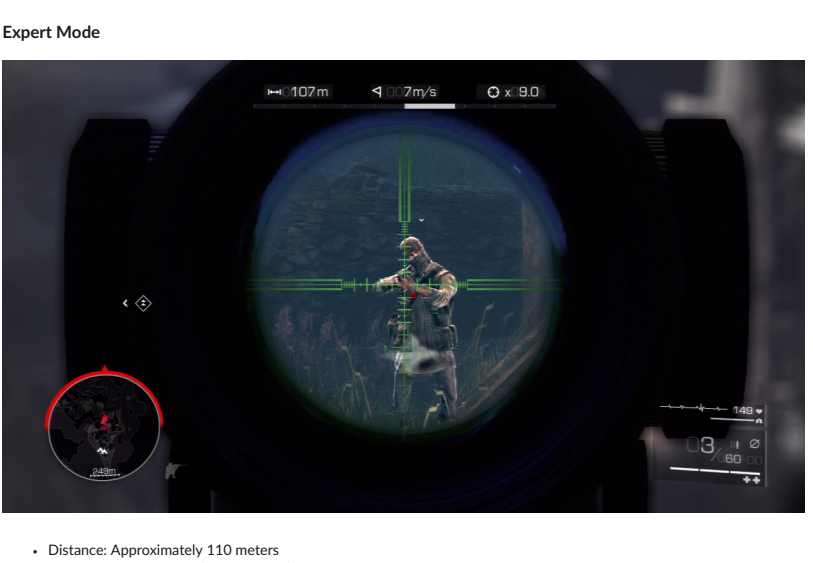
Survey the bridge scene with your binoculars. Note the positions of the five enemies: one at the near building, one on the platform, one patrolling around the platform, one in the vehicle, and one patrolling on the bridge behind the vehicle.





Take out the closest enemy first. If you remove him with a clean shot, his body will drop down in the grass by the building and won't be seen by the others.

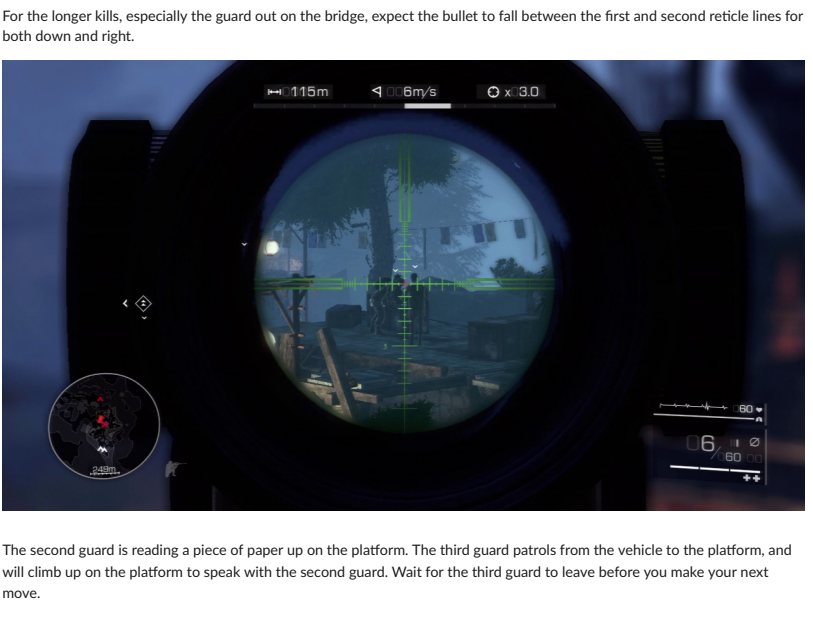
Expert Mode



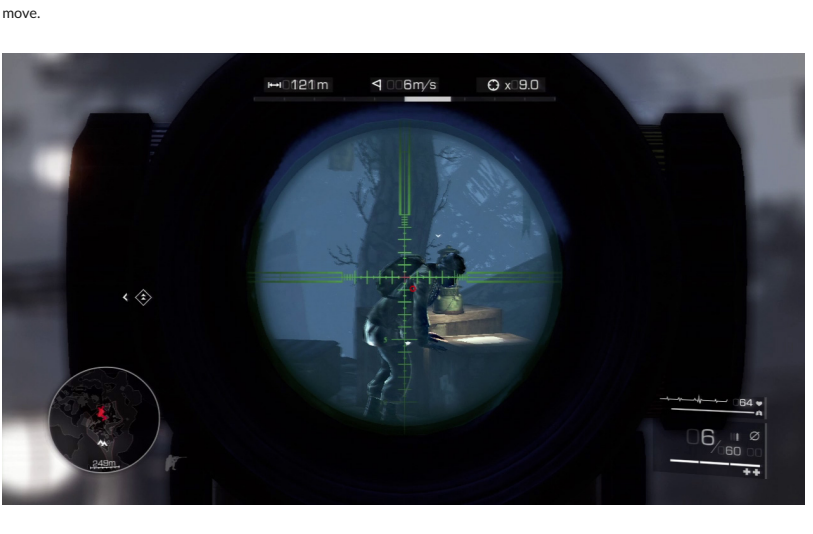
- Distance: Approximately 110 meters
- Wind: 7 meters/second (blowing right)
- Magnification: 9x

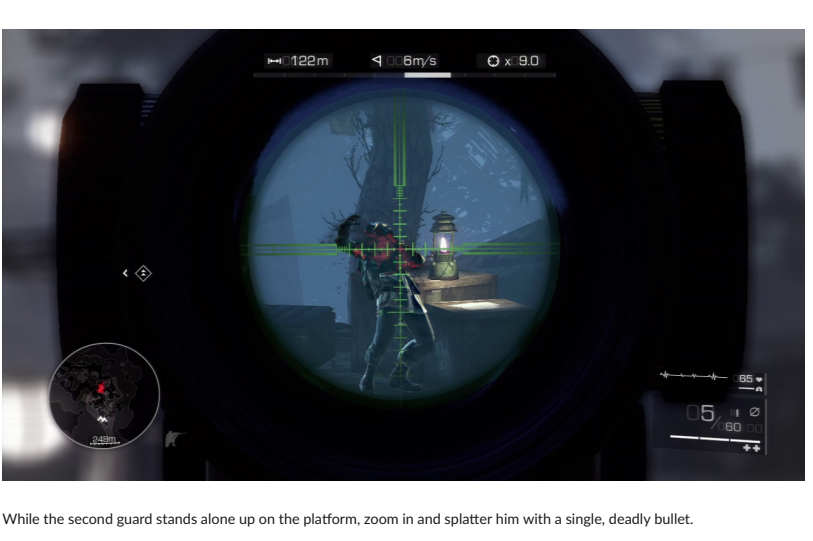
The farther your shots go against the bridge enemies, the more your bullet will move down and to the right. For the closer kills, look for the bullet to slide to about the first reticle line down and the first reticle line to the right.

For the longer kills, especially the guard out on the bridge, expect the bullet to fall between the first and second reticle lines for both down and right.

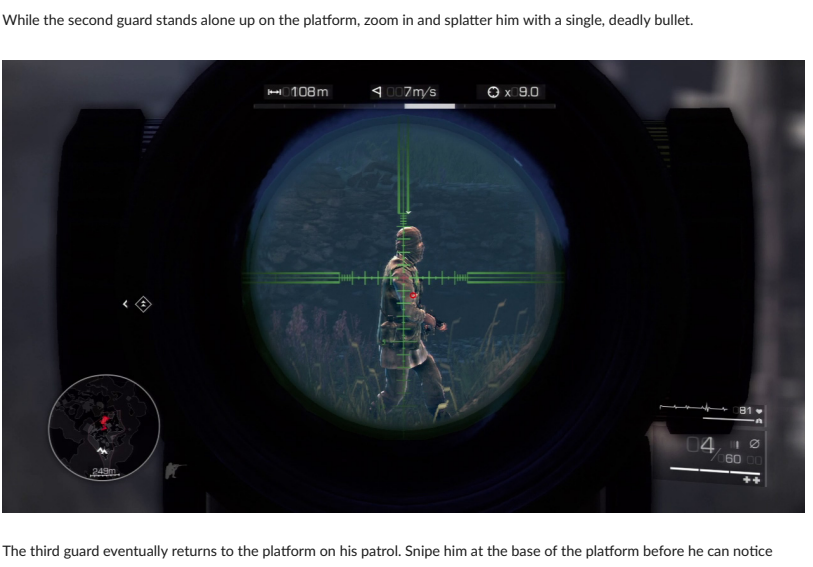


The second guard is reading a piece of paper up on the platform. The third guard patrols from the vehicle to the platform, and will climb up on the platform to speak with the second guard. Wait for the third guard to leave before you make your next move.

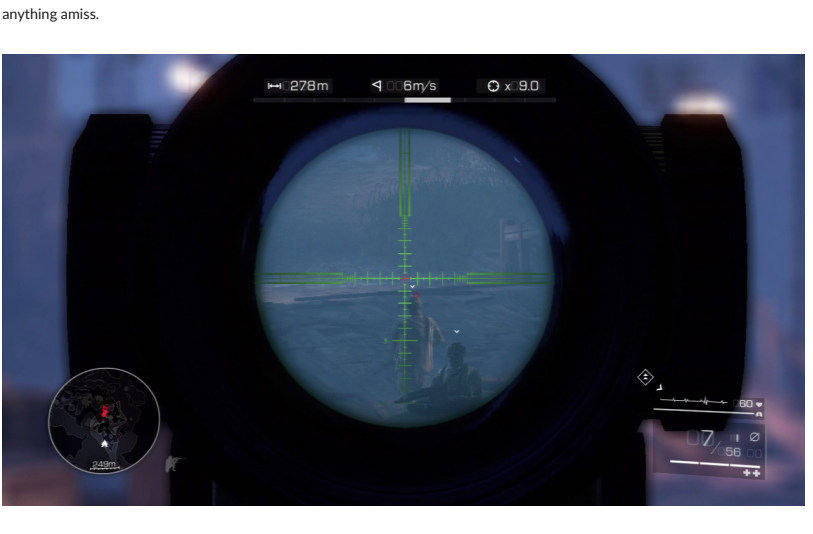


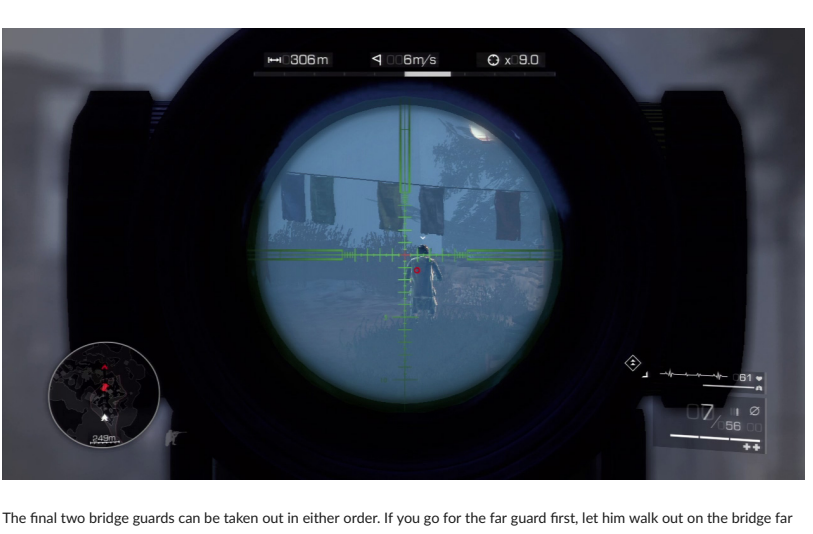


While the second guard stands alone up on the platform, zoom in and splatter him with a single, deadly bullet.

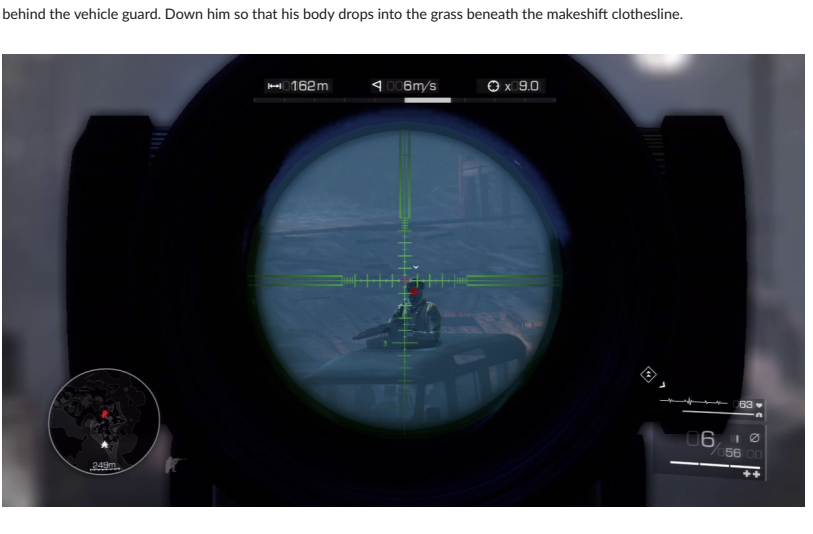


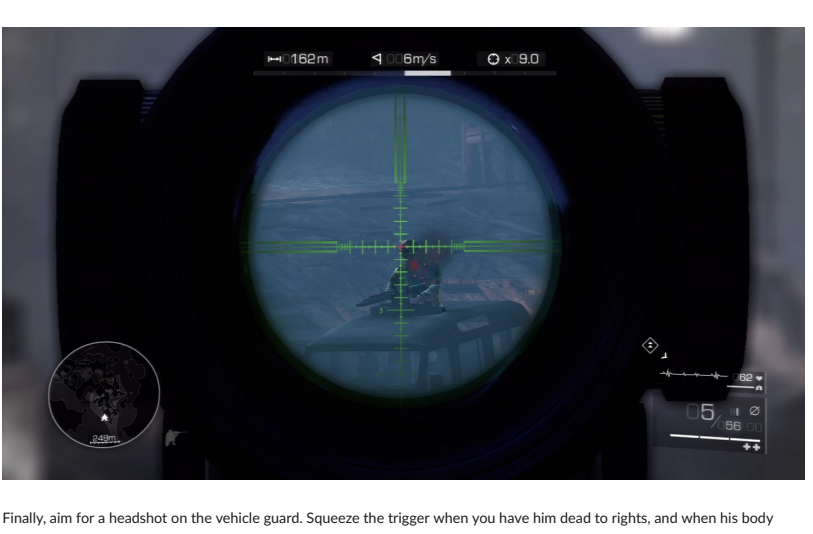
The third guard eventually returns to the platform on his patrol. Snipe him at the base of the platform before he can notice anything amiss.





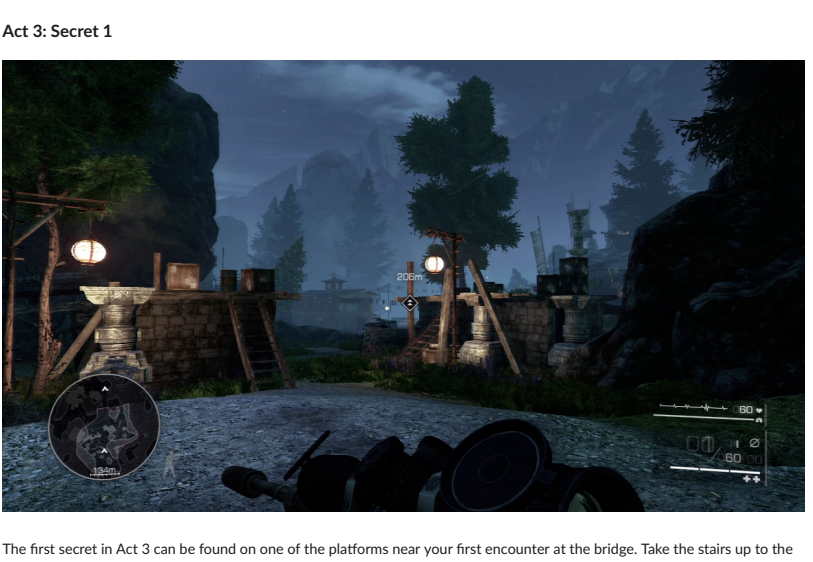
The final two bridge guards can be taken out in either order. If you go for the far guard first, let him walk out on the bridge far behind the vehicle guard. Down him so that his body drops into the grass beneath the makeshift clothesline.





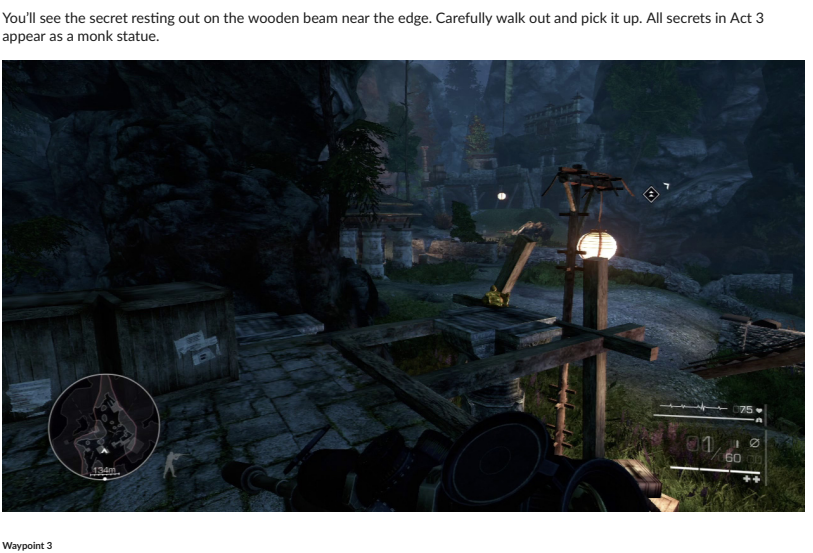
Finally, aim for a headshot on the vehicle guard. Squeeze the trigger when you have him dead to rights, and when his body slumps, you complete the objective and can move on with Diaz.

Act 3: Secret 1

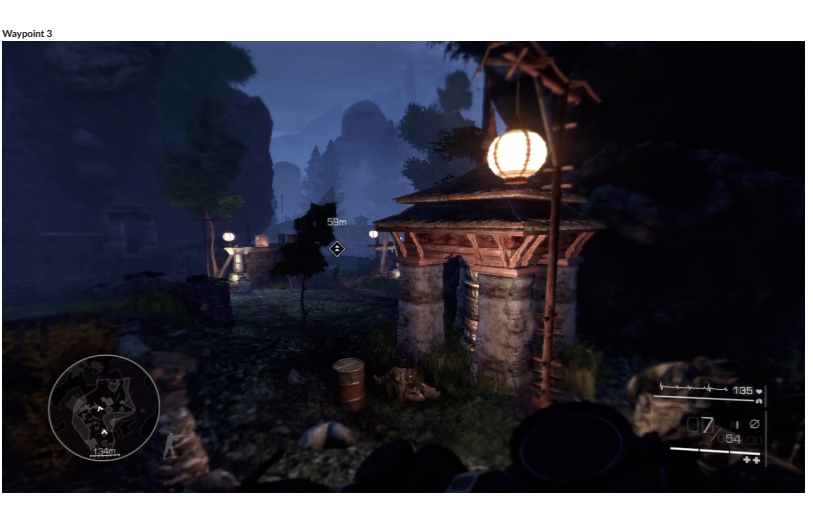


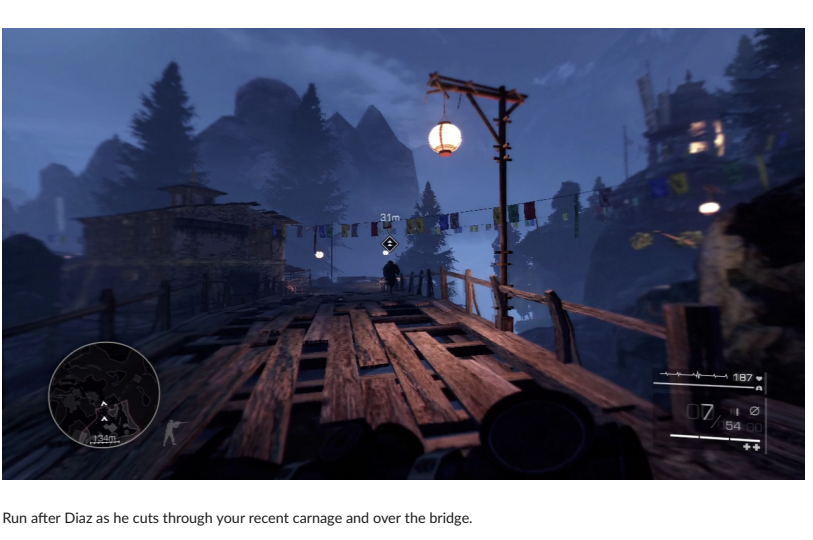
The first secret in Act 3 can be found on one of the platforms near your first encounter at the bridge. Take the stairs up to the platform where you killed the second guard and turn back toward your original sniping spot.

You'll see the secret resting out on the wooden beam near the edge. Carefully walk out and pick it up. All secrets in Act 3 appear as a monk statue.

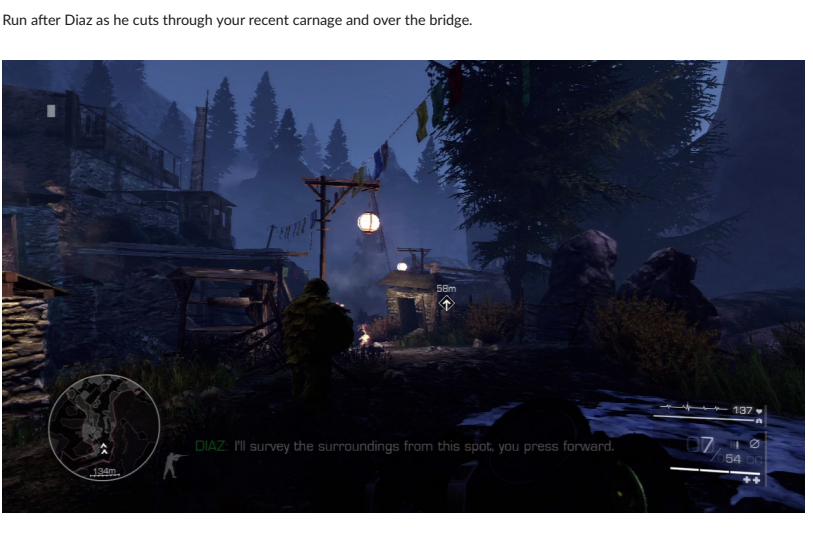


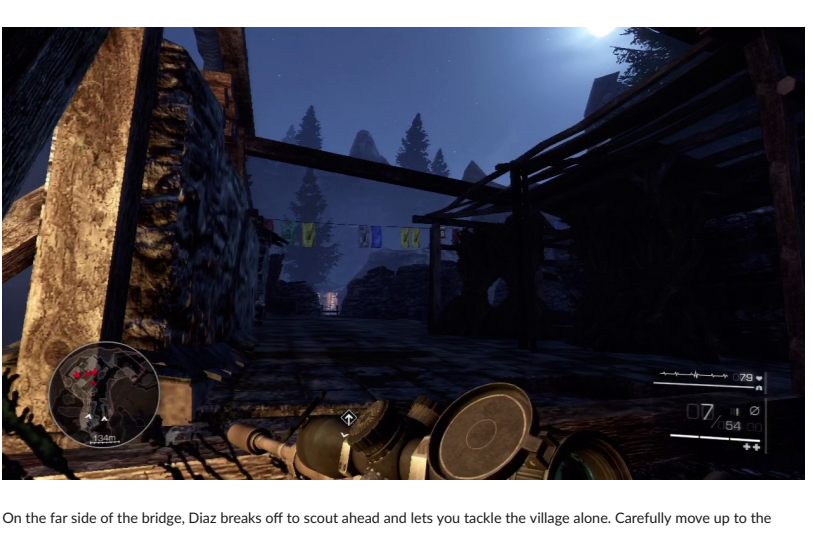
Waypoint 3



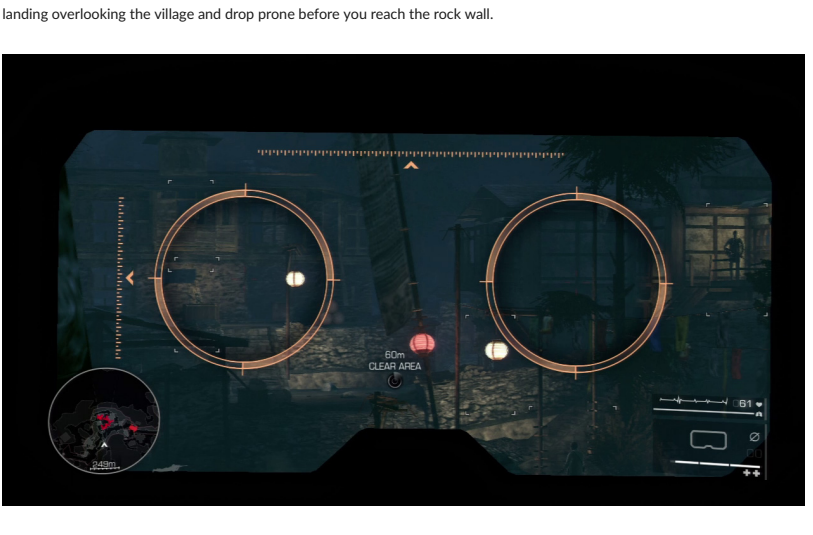


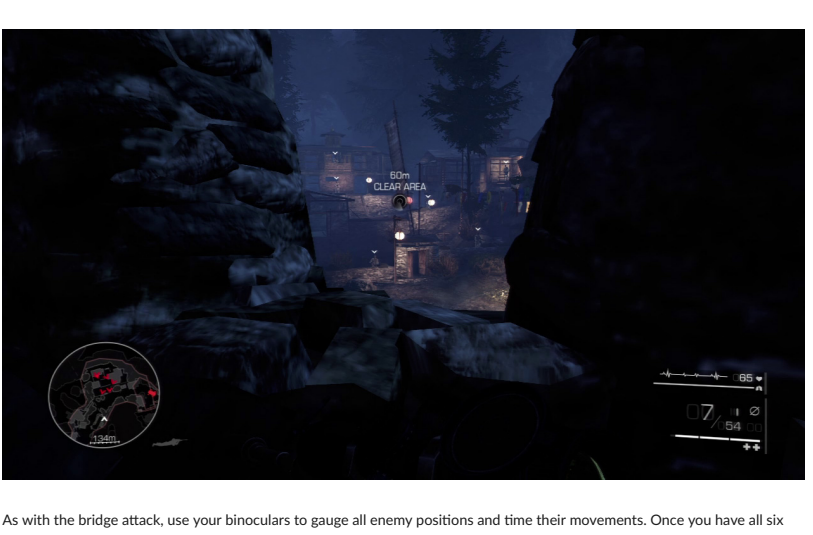
Run after Diaz as he cuts through your recent carnage and over the bridge.


DIAZ: I'll survey the surroundings from this spot, you press forward.



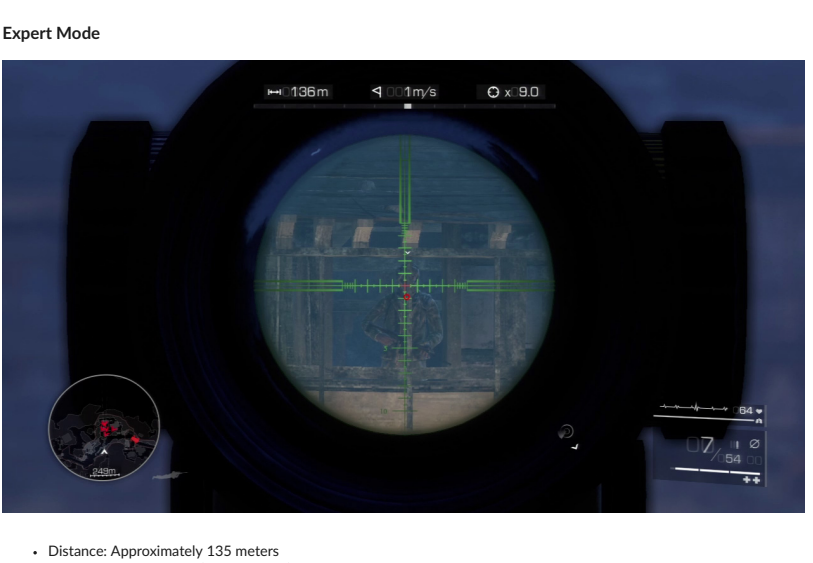
On the far side of the bridge, Diaz breaks off to scout ahead and lets you tackle the village alone. Carefully move up to the landing overlooking the village and drop prone before you reach the rock wall.





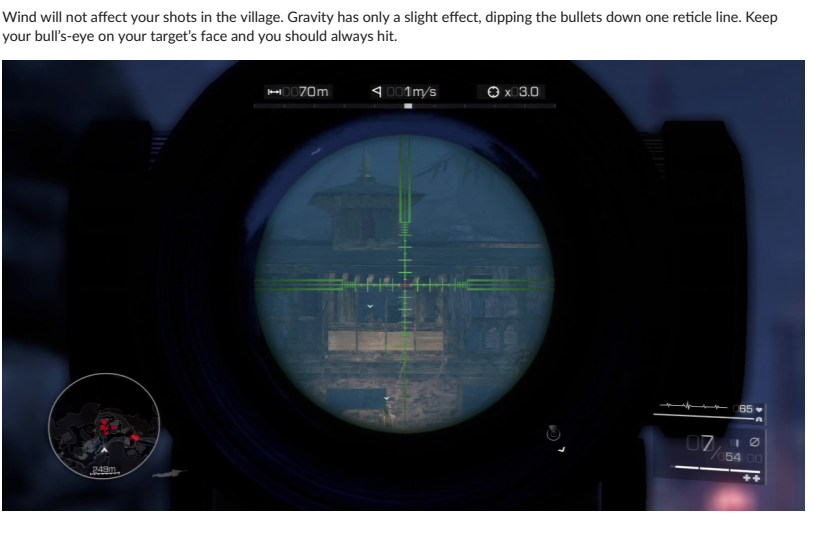
As with the bridge attack, use your binoculars to gauge all enemy positions and time their movements. Once you have all six enemies accounted for, slide up to the gap in the rock wall and prepare for a strategic takedown.

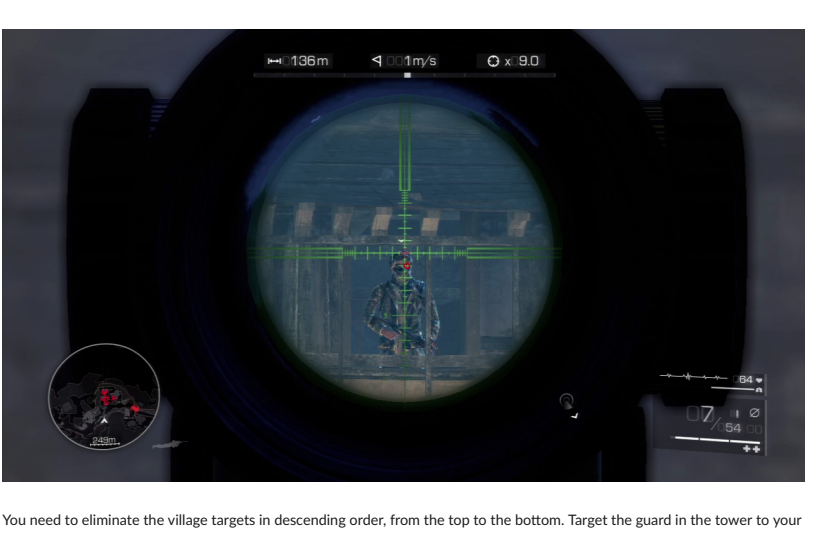
Expert Mode



- Distance: Approximately 135 meters
- Wind: 1 meters/second (blowing right)
- Magnification: 9x

Wind will not affect your shots in the village. Gravity has only a slight effect, dipping the bullets down one reticle line. Keep your bull's-eye on your target's face and you should always hit.

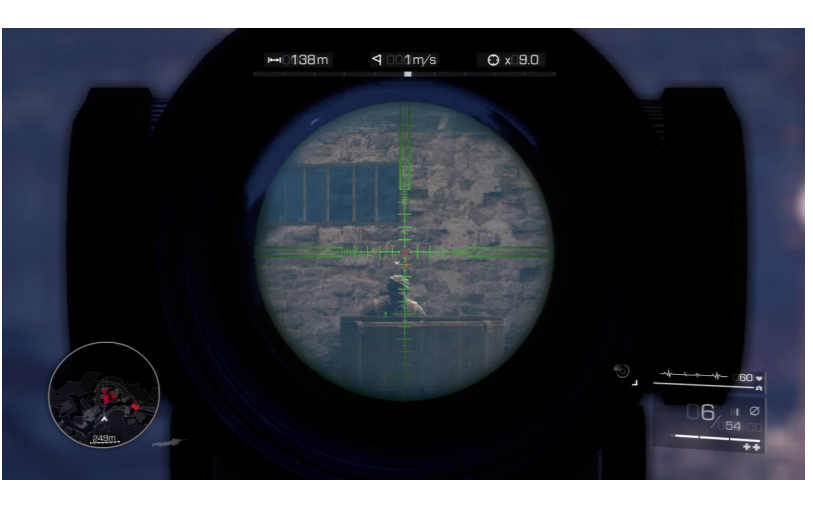


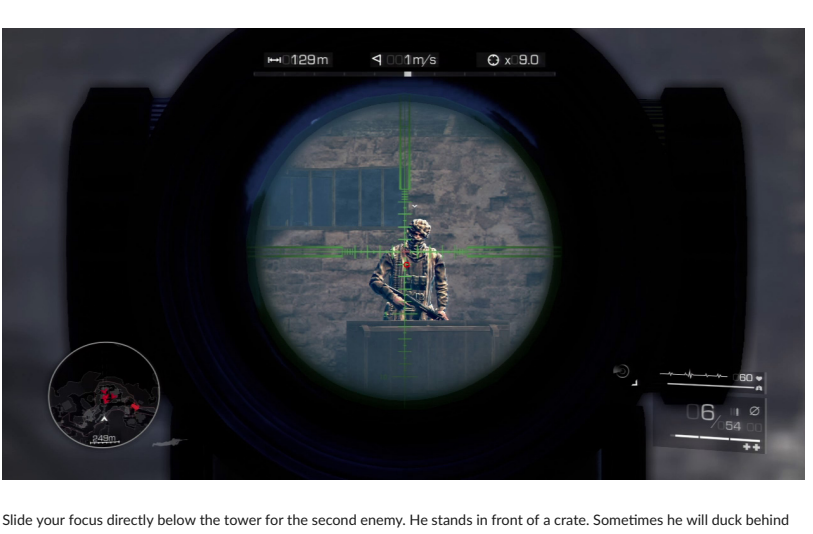


You need to eliminate the village targets in descending order, from the top to the bottom. Target the guard in the tower to your left. He's the highest enemy and can see all other enemies, so he needs to go first. Zoom in and zip a bullet through the window for your first kill.

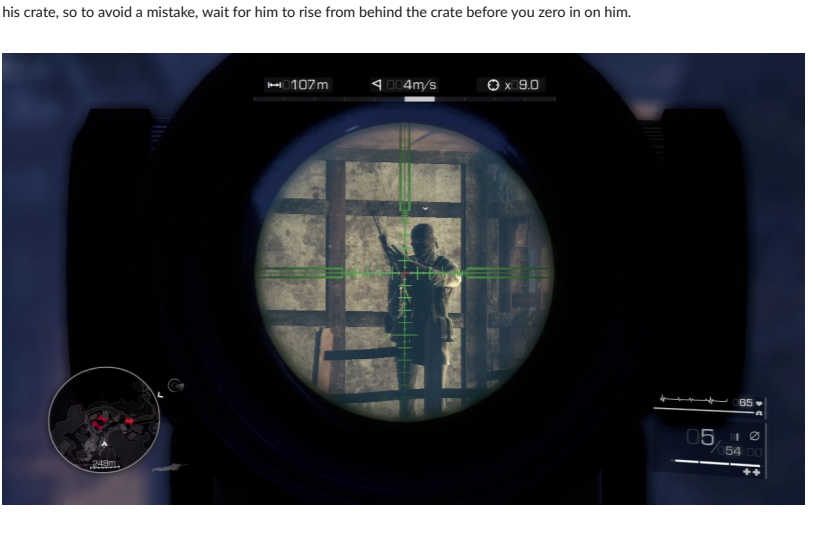
Caution

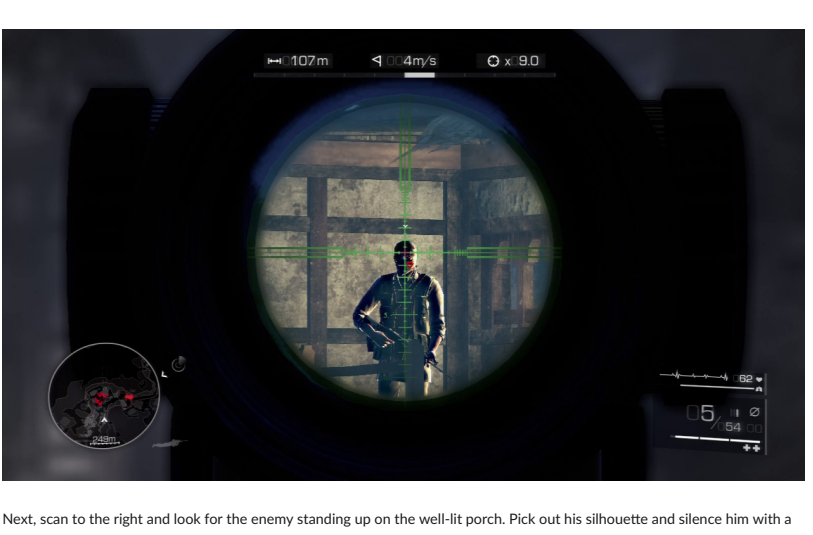
Some enemies in the village duck for cover periodically, even if the alarm isn't raised. Watch their movements before you shoot to avoid a mishap.



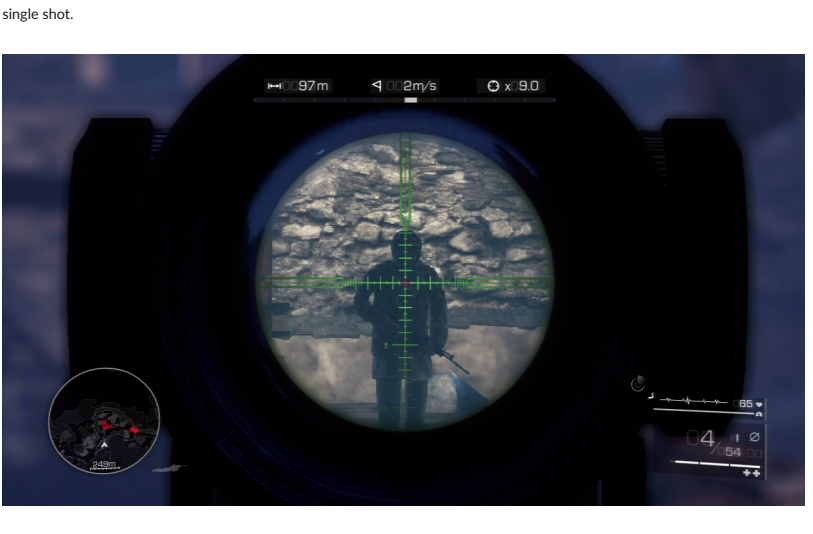


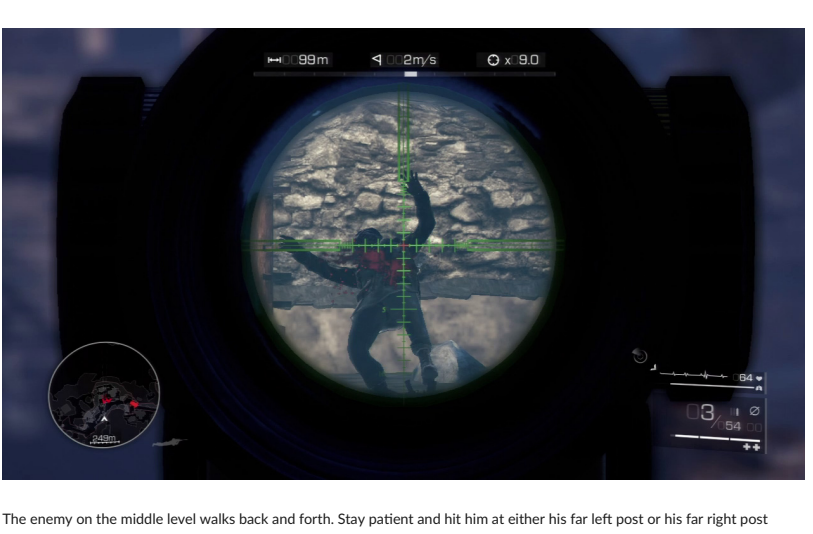
Slide your focus directly below the tower for the second enemy. He stands in front of a crate. Sometimes he will duck behind his crate, so to avoid a mistake, wait for him to rise from behind the crate before you zero in on him.



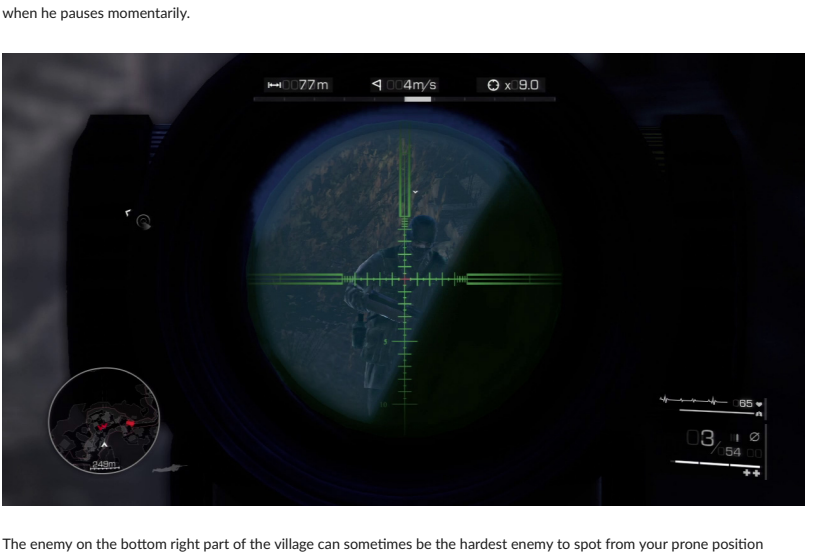


Next, scan to the right and look for the enemy standing up on the well-lit porch. Pick out his silhouette and silence him with a single shot.

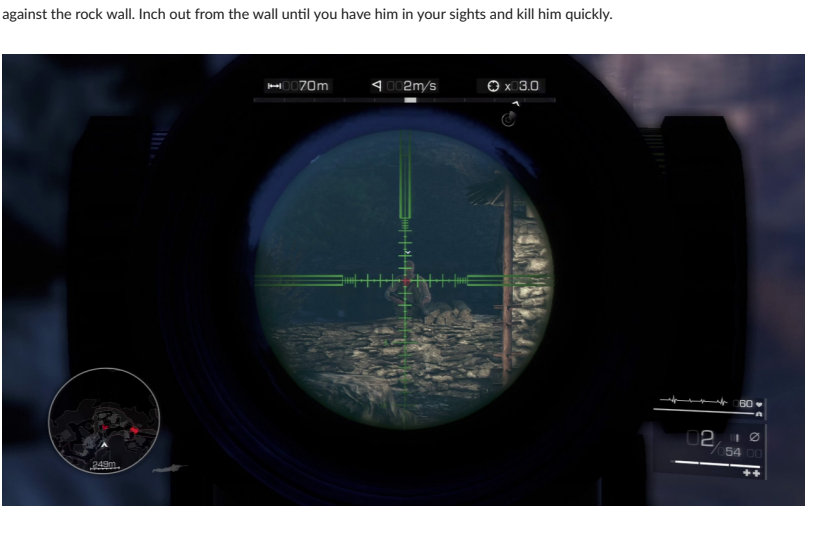


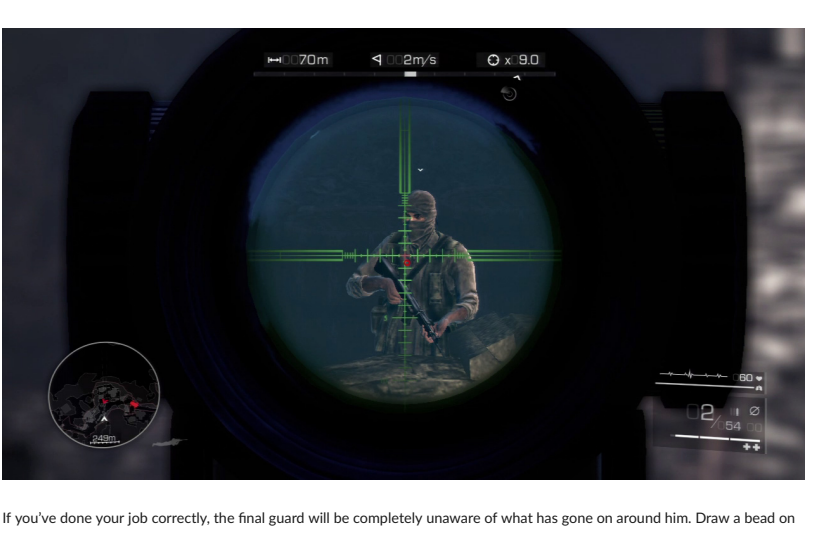


The enemy on the middle level walks back and forth. Stay patient and hit him at either his far left post or his far right post when he pauses momentarily.



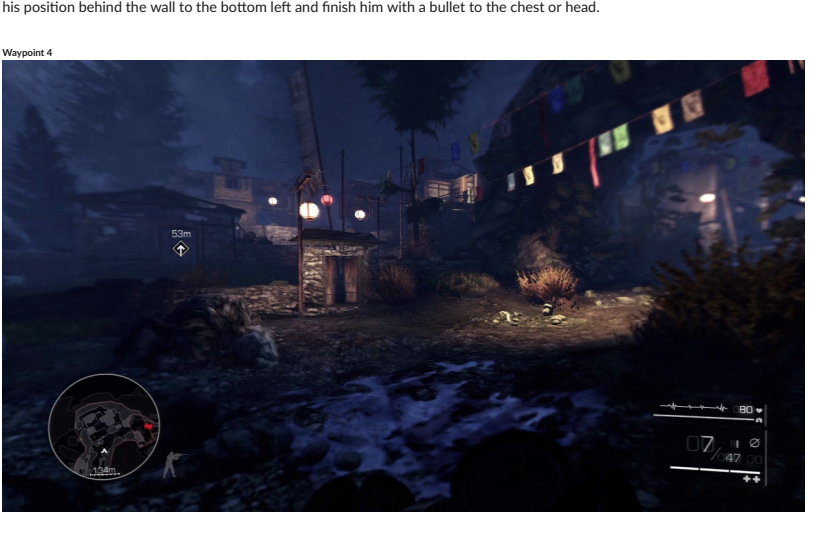
The enemy on the bottom right part of the village can sometimes be the hardest enemy to spot from your prone position against the rock wall. Inch out from the wall until you have him in your sights and kill him quickly.

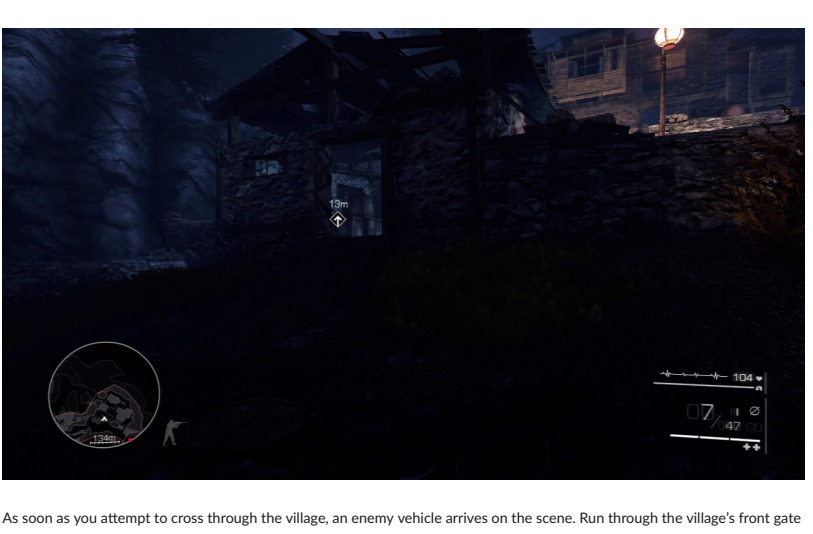




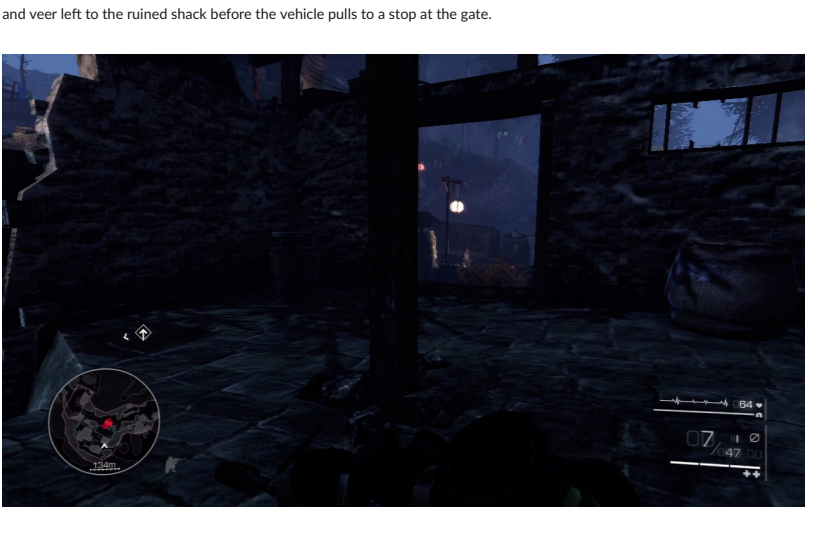
If you've done your job correctly, the final guard will be completely unaware of what has gone on around him. Draw a bead on his position behind the wall to the bottom left and finish him with a bullet to the chest or head.

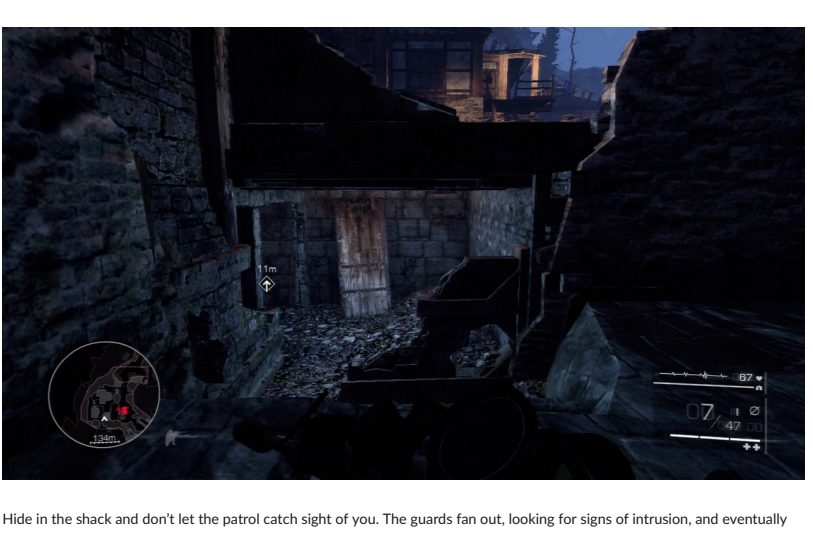
Waypoint 4



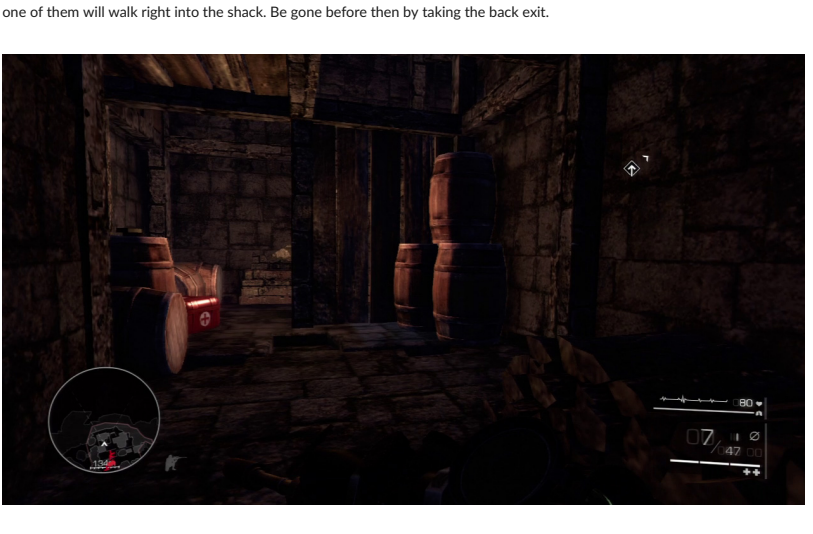


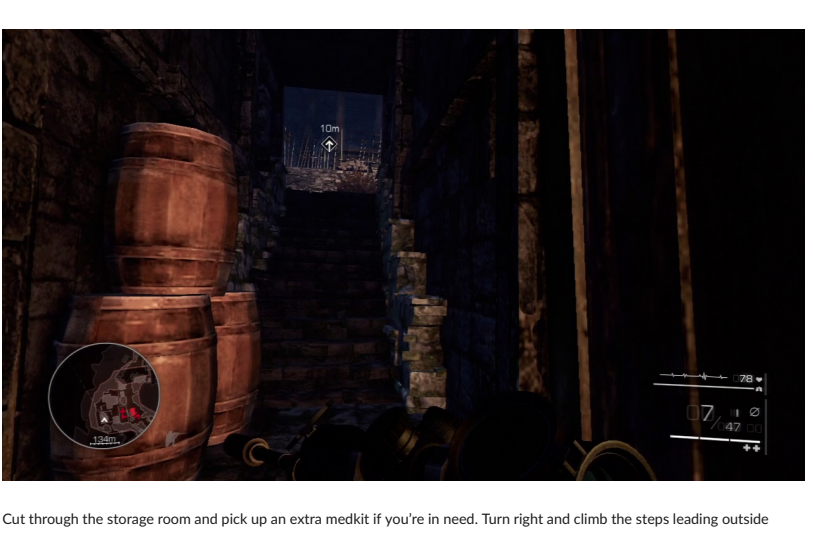
As soon as you attempt to cross through the village, an enemy vehicle arrives on the scene. Run through the village's front gate and veer left to the ruined shack before the vehicle pulls to a stop at the gate.





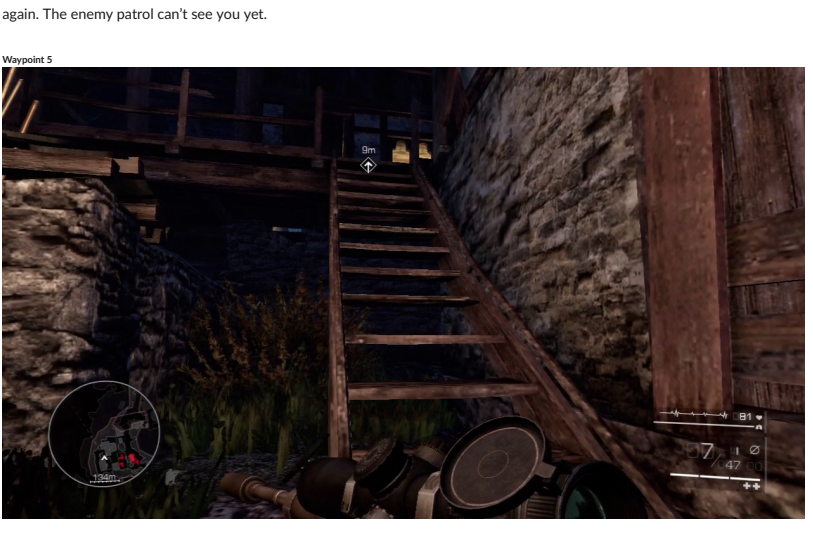
Hide in the shack and don't let the patrol catch sight of you. The guards fan out, looking for signs of intrusion, and eventually one of them will walk right into the shack. Be gone before then by taking the back exit.

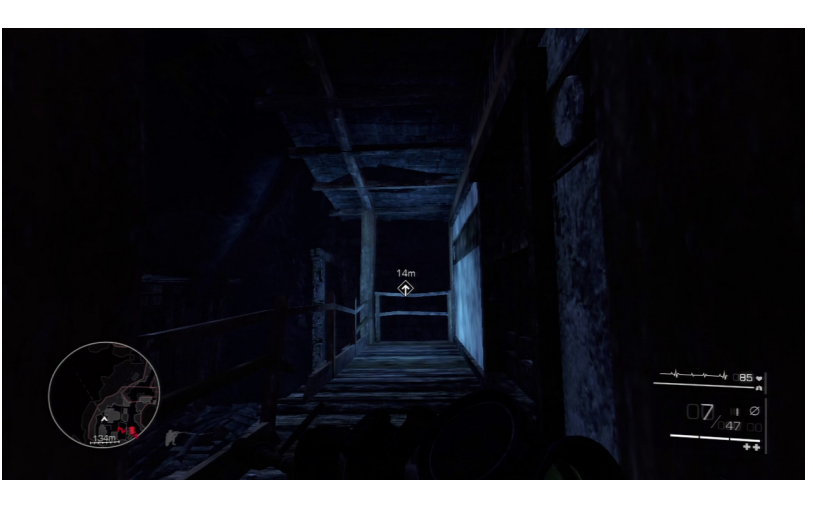


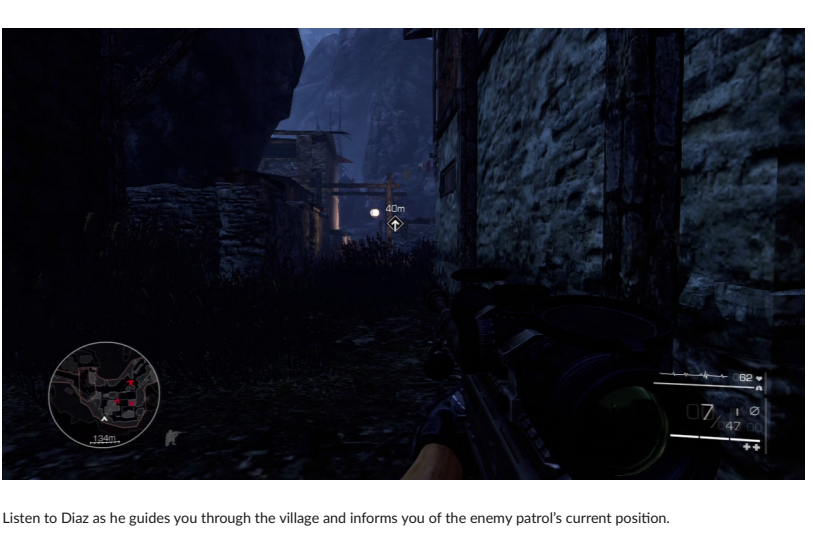


Cut through the storage room and pick up an extra medkit if you're in need. Turn right and climb the steps leading outside again. The enemy patrol can't see you yet.

Waypoint 5



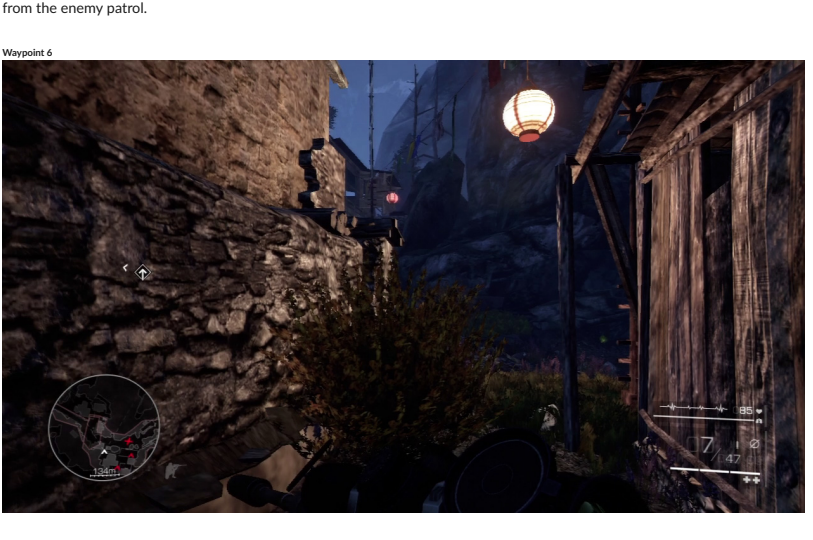


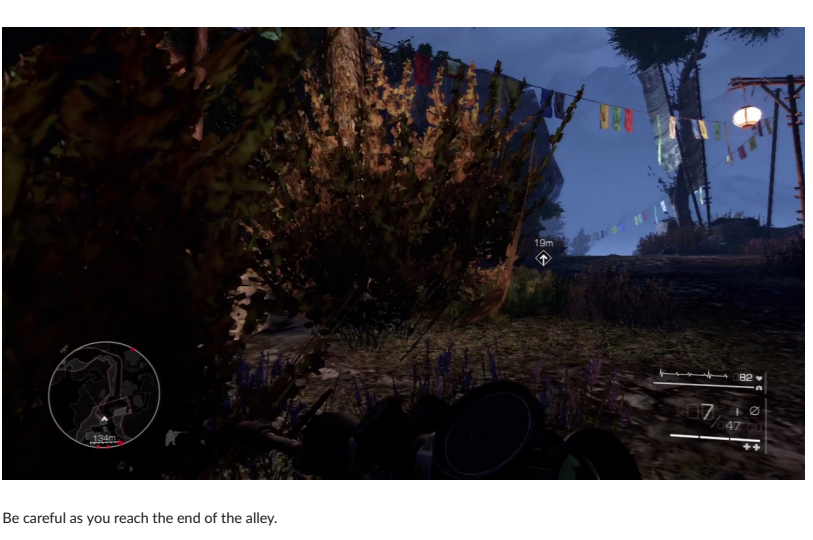


Listen to Diaz as he guides you through the village and informs you of the enemy patrol's current position.

Climb up the stairs to the porch at the back of the village and then drop off the back of the porch to reach the alley out of sight from the enemy patrol.

Waypoint 6



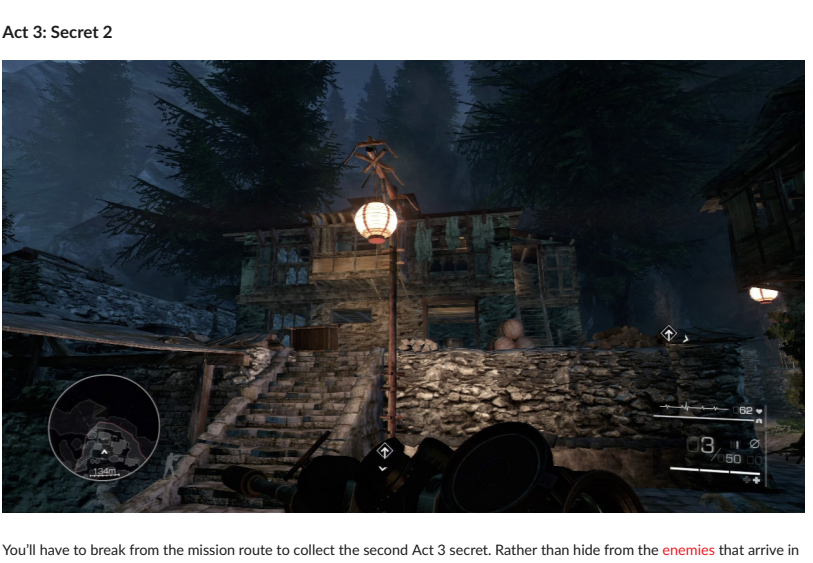


Be careful as you reach the end of the alley.

The enemy patrol scours the path to your right. Stay near the wall as you turn left and hustle up the hill to put some distance between yourself and the patrol.

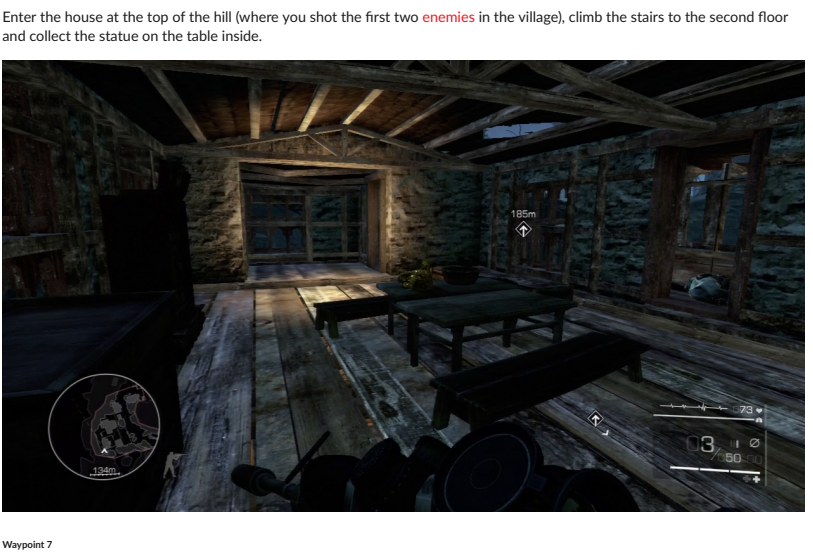
Stay in the foliage, and when Diaz warns of an approaching enemy helicopter, stay in the shadows or hidden by vegetation until the chopper passes.

Act 3: Secret 2

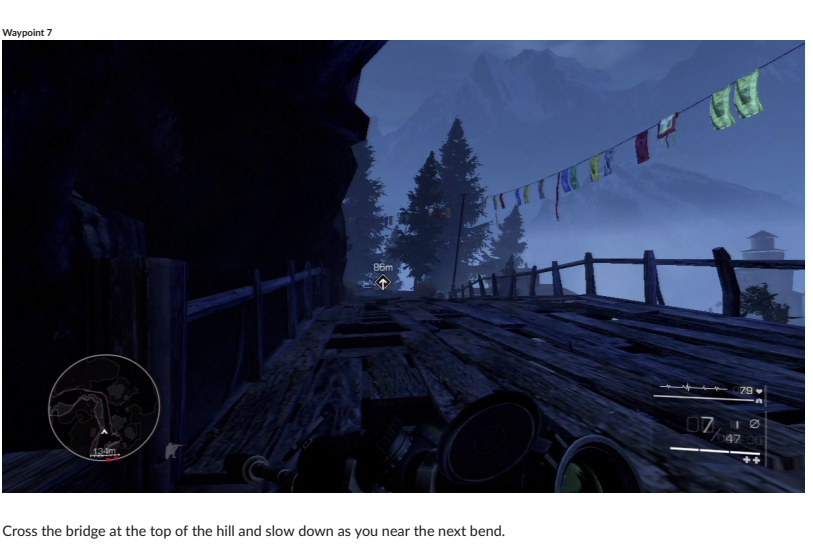


You'll have to break from the mission route to collect the second Act 3 secret. Rather than hide from the enemies that arrive in the vehicle, eliminate them all and then search the village.

Enter the house at the top of the hill (where you shot the first two enemies in the village), climb the stairs to the second floor and collect the statue on the table inside.

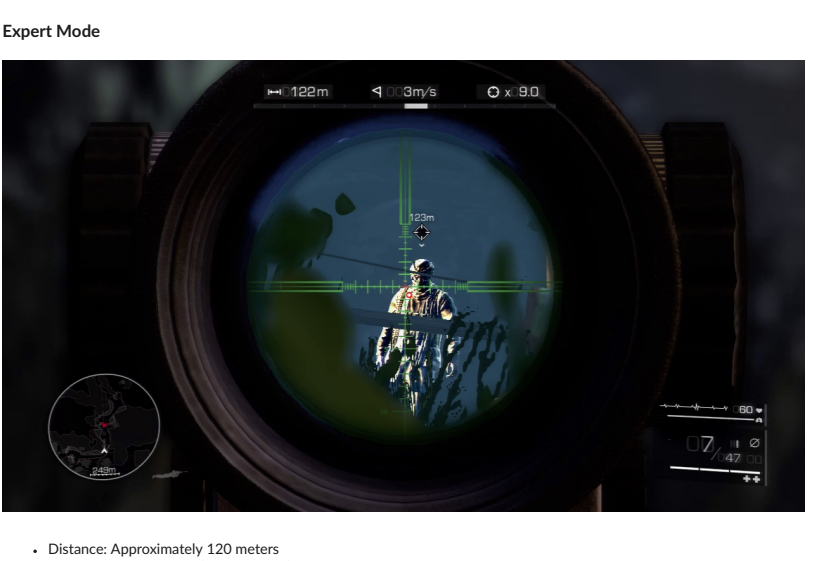


Waypoint 7



Cross the bridge at the top of the hill and slow down as you near the next bend.

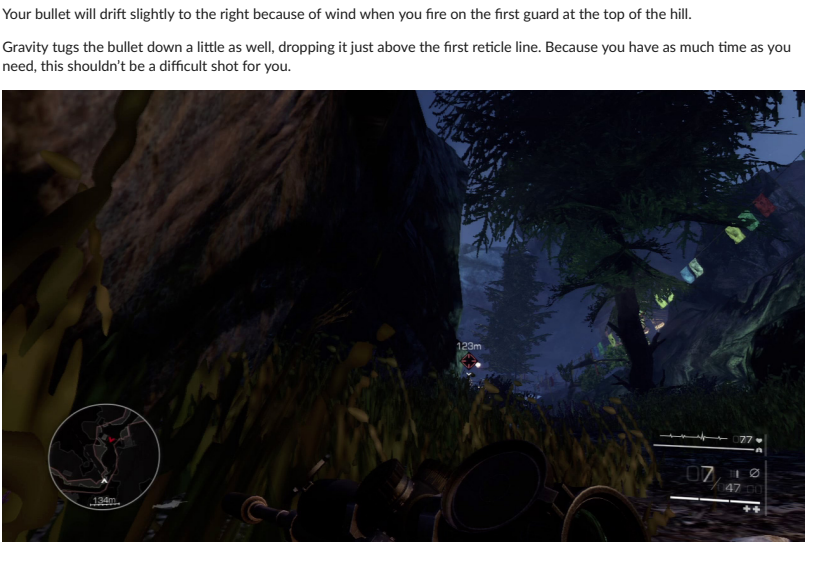
Expert Mode

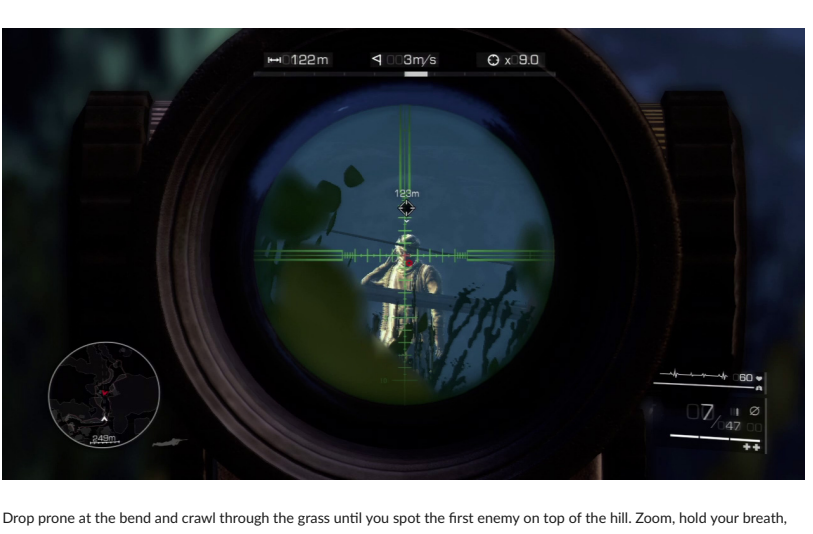


- Distance: Approximately 120 meters
- Wind: 3 meters/second (blowing right)
- Magnification: 9x

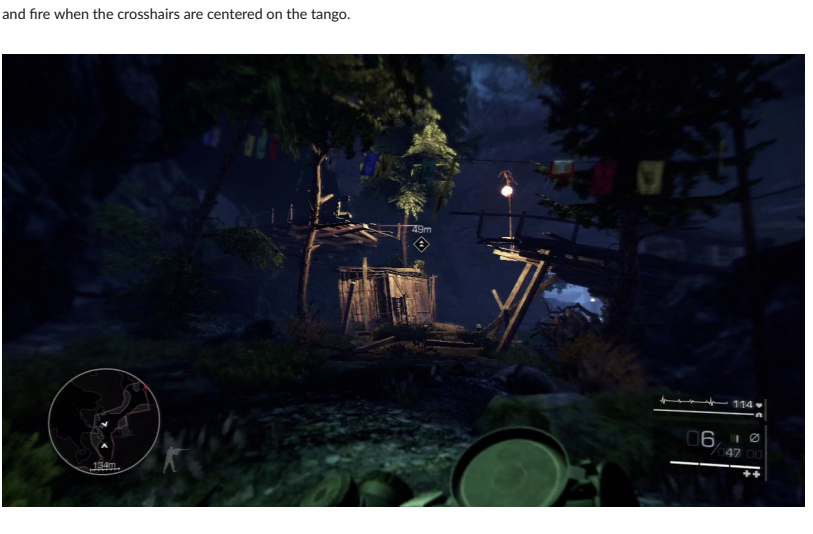
Your bullet will drift slightly to the right because of wind when you fire on the first guard at the top of the hill.

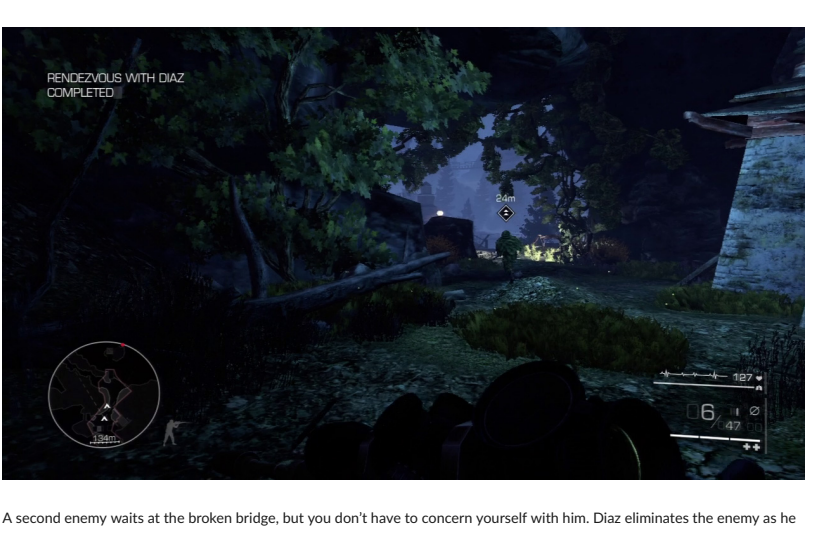
Gravity tugs the bullet down a little as well, dropping it just above the first reticle line. Because you have as much time as you need, this shouldn't be a difficult shot for you.



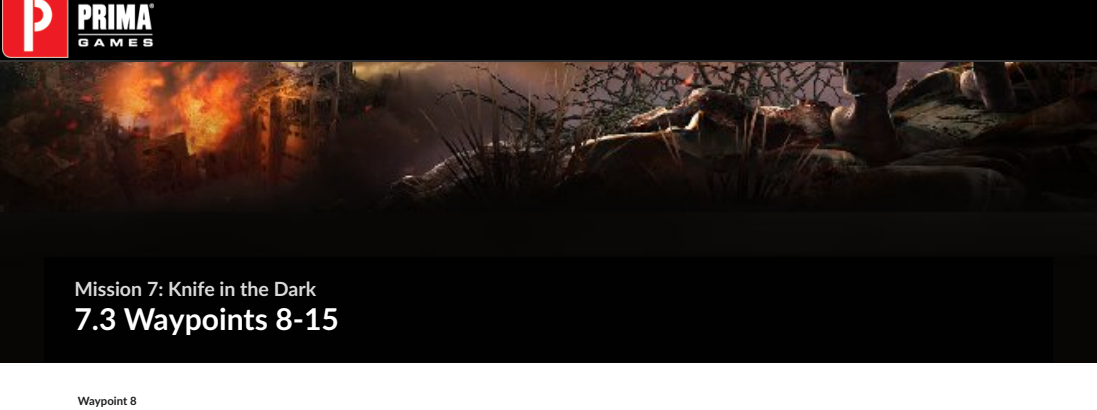


Drop prone at the bend and crawl through the grass until you spot the first enemy on top of the hill. Zoom, hold your breath, and fire when the crosshairs are centered on the tango.





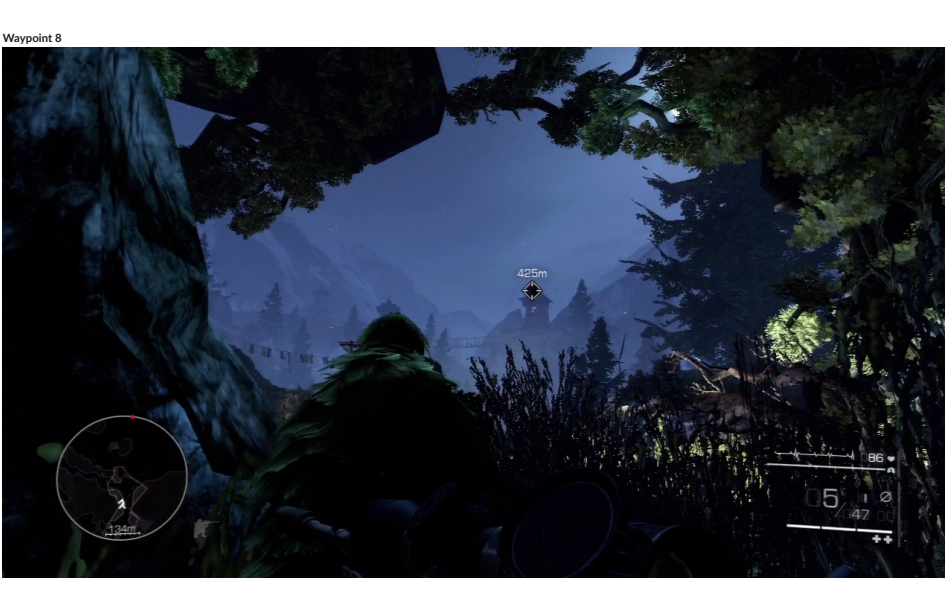
A second enemy waits at the broken bridge, but you don't have to concern yourself with him. Diaz eliminates the enemy as he meets back up with you. Follow Diaz until he stops in front of an open field—it's a deadly kill zone surrounded by enemy snipers.

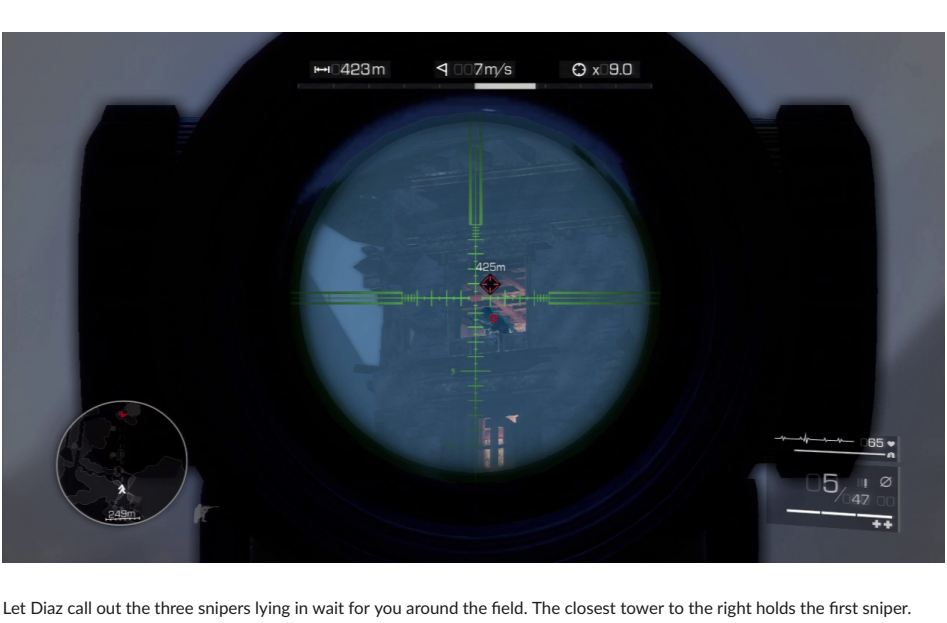


Mission 7: Knife in the Dark

7.3 Waypoints 8-15

Waypoint 8



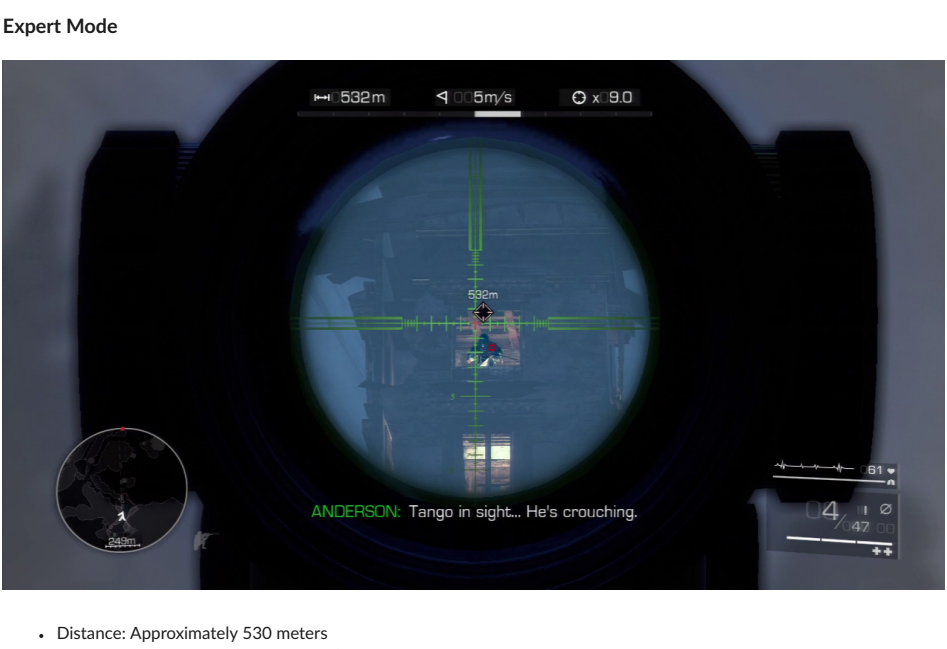


Let Diaz call out the three snipers lying in wait for you around the field. The closest tower to the right holds the first sniper. Look for him in the top window and aim for the body to make sure of a kill.

Tip

The high grass necessitates a crouch for your shots at the enemy snipers. If you want easier shots, back up out of the grass and drop prone several meters behind Diaz.

Expert Mode



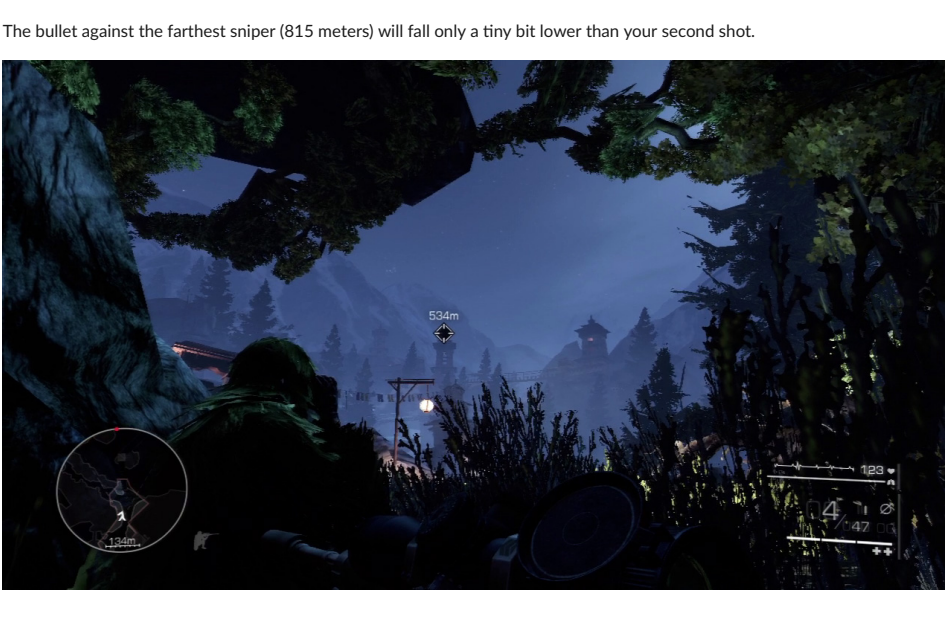
- Distance: Approximately 530 meters
- Wind: 5 meters/second (blowing right)
- Magnification: 9x

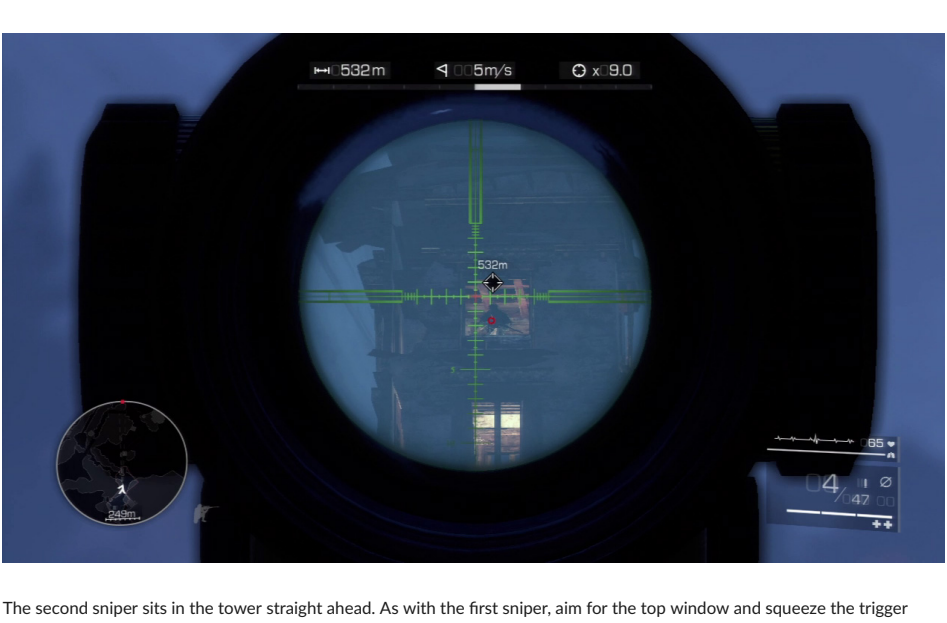
The three shots against the enemy snipers above the field are the most difficult in the mission. You have both wind and gravity to compensate for, and each enemy sniper sits at a different distance, which necessitates quick calibrations.

In general, for all three shots, you want to imagine that your bullet will land approximately one reticle line to the right and two reticle lines down (a perfect alignment for the middle-distance sniper).

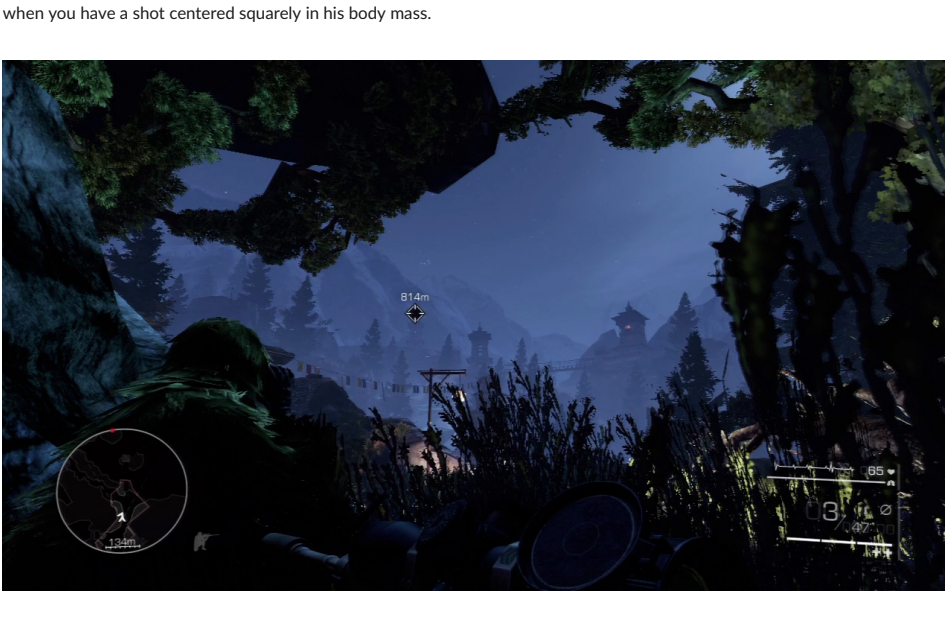
The first sniper is the closest, at 425 meters, so adjust by expecting the bullet to fall between the first and second reticle line down.

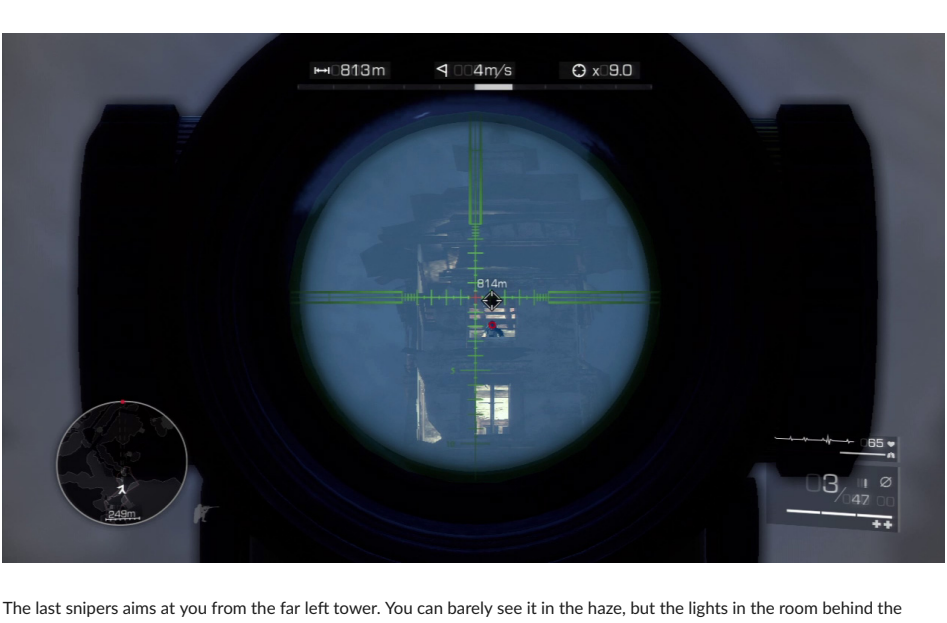
The bullet against the farthest sniper (815 meters) will fall only a tiny bit lower than your second shot.





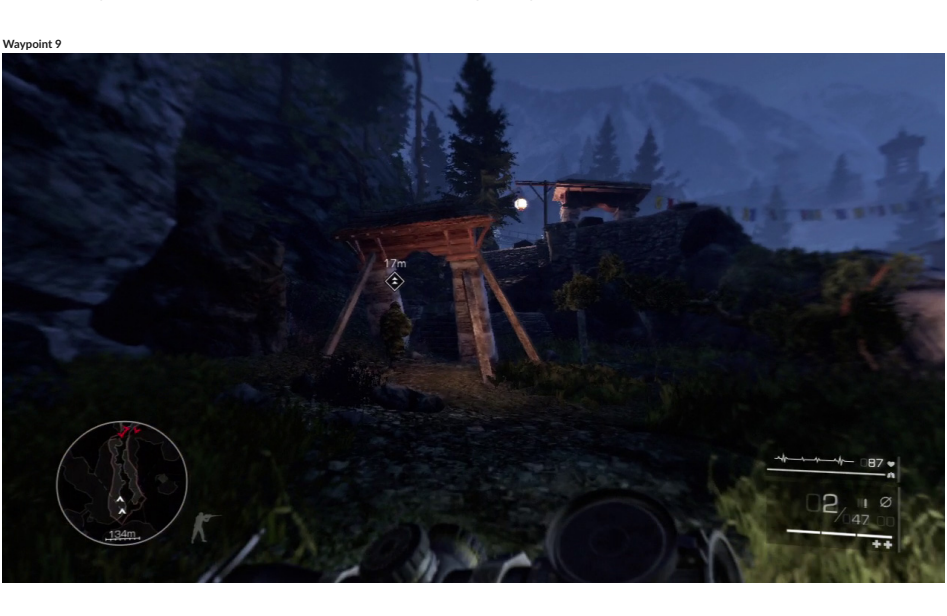
The second sniper sits in the tower straight ahead. As with the first sniper, aim for the top window and squeeze the trigger when you have a shot centered squarely in his body mass.

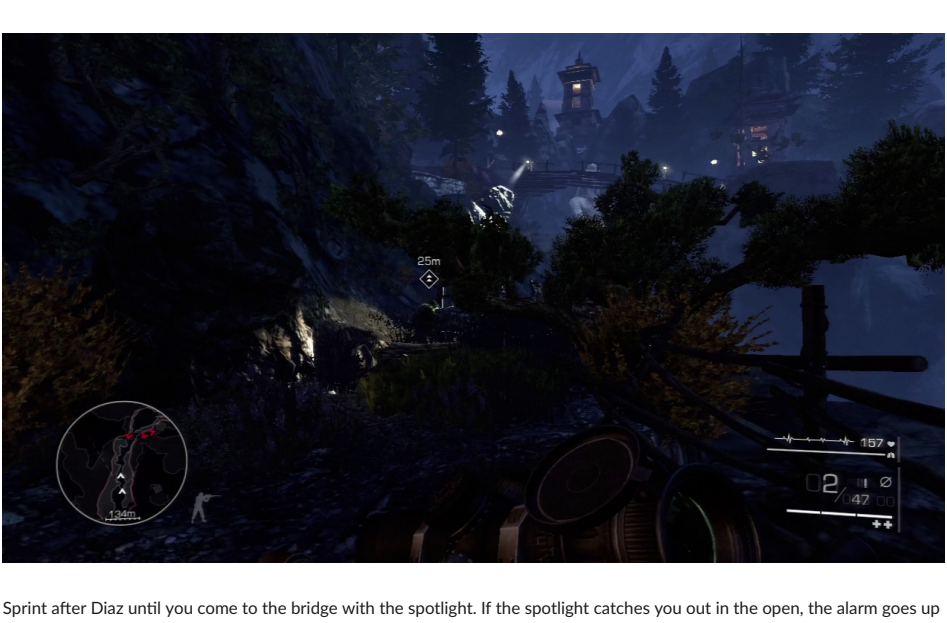




The last snipers aims at you from the far left tower. You can barely see it in the haze, but the lights in the room behind the sniper help light him up for you. Eliminate him before proceeding through the field.

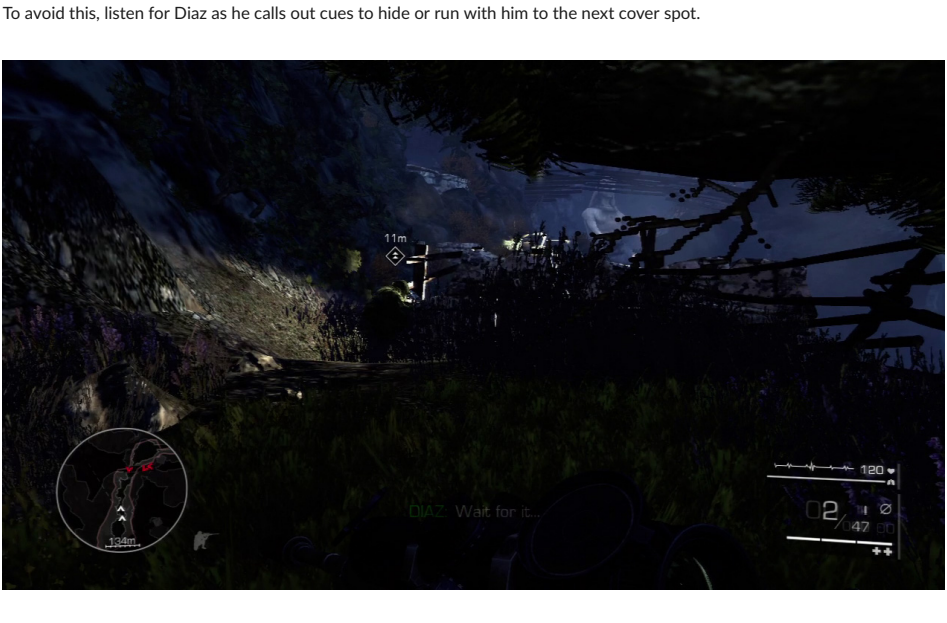
Waypoint 9

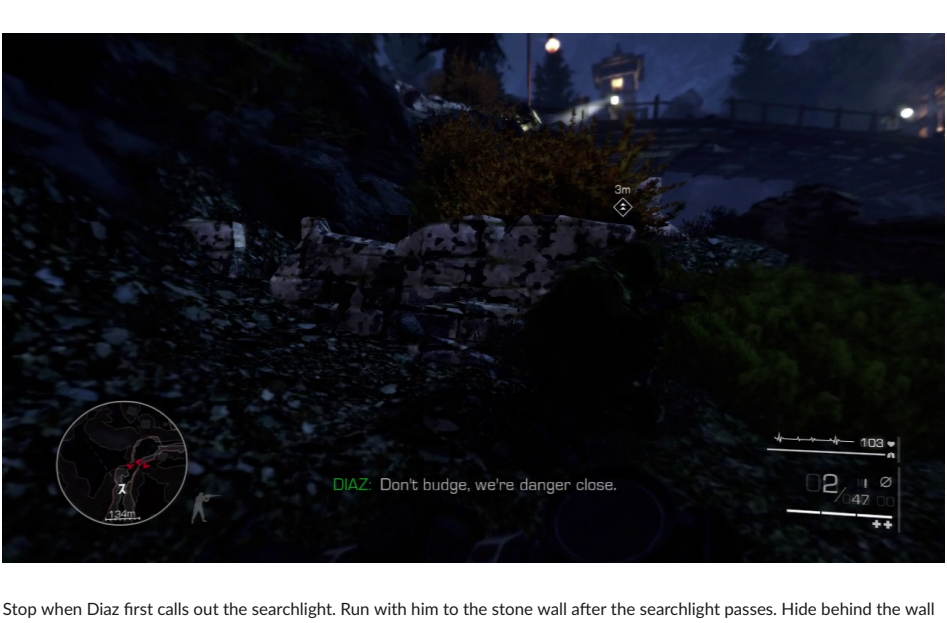




Sprint after Diaz until you come to the bridge with the spotlight. If the spotlight catches you out in the open, the alarm goes up and enemies converge on your position.

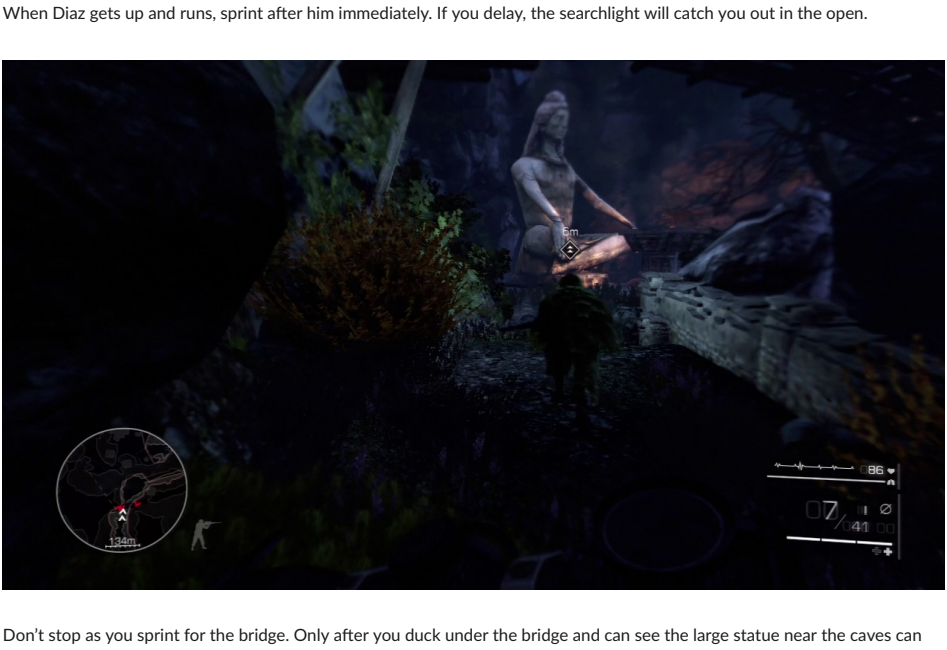
To avoid this, listen for Diaz as he calls out cues to hide or run with him to the next cover spot.





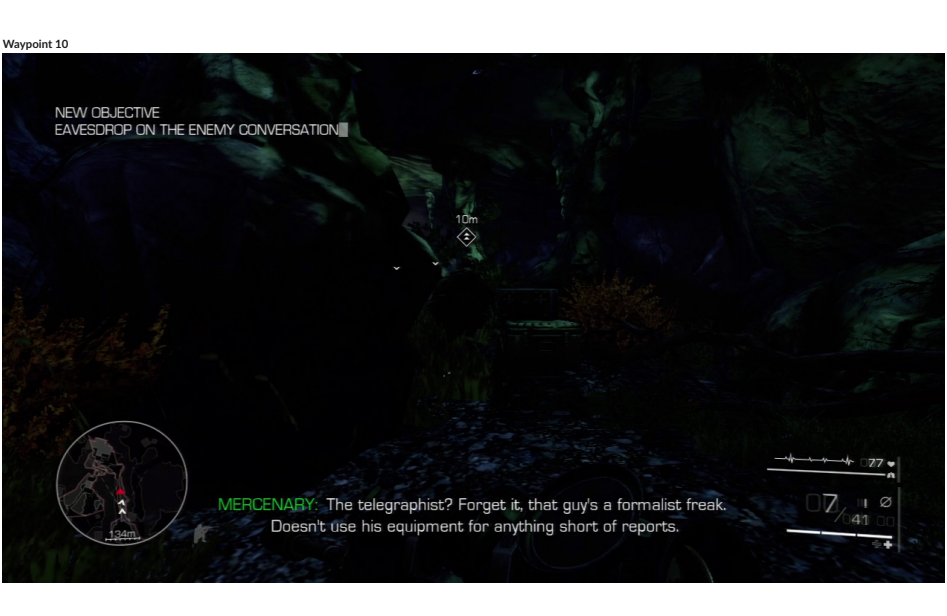
Stop when Diaz first calls out the searchlight. Run with him to the stone wall after the searchlight passes. Hide behind the wall as the searchlight sweeps over you.

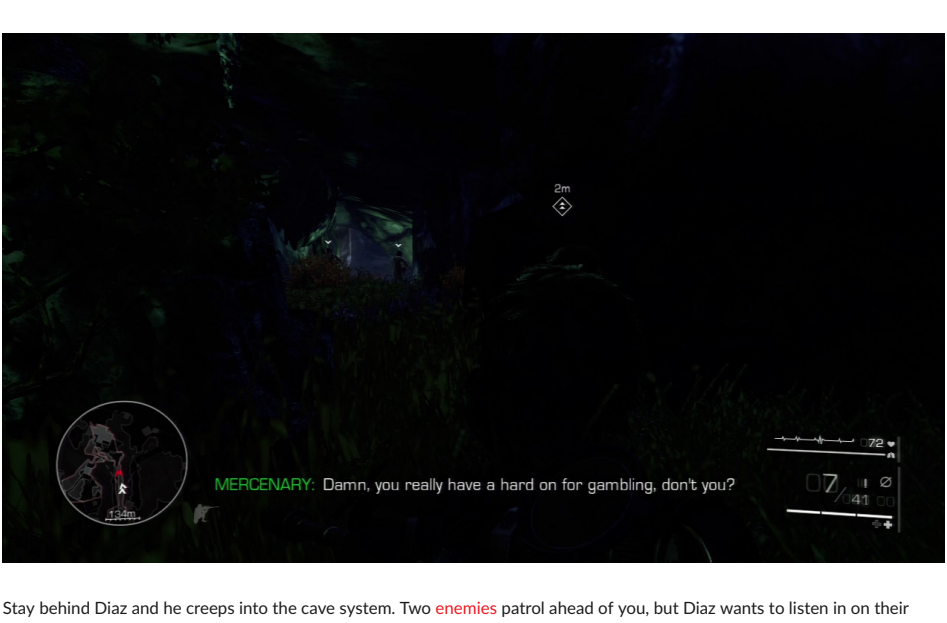
When Diaz gets up and runs, sprint after him immediately. If you delay, the searchlight will catch you out in the open.



Don't stop as you sprint for the bridge. Only after you duck under the bridge and can see the large statue near the caves can you relax for a moment.

Waypoint 10


NEW OBJECTIVE
EAVESDROP ON THE ENEMY CONVERSATION
MERCENARY: The telegraphist? Forget it, that guy's a formalist freak. Doesn't use his equipment for anything short of reports.

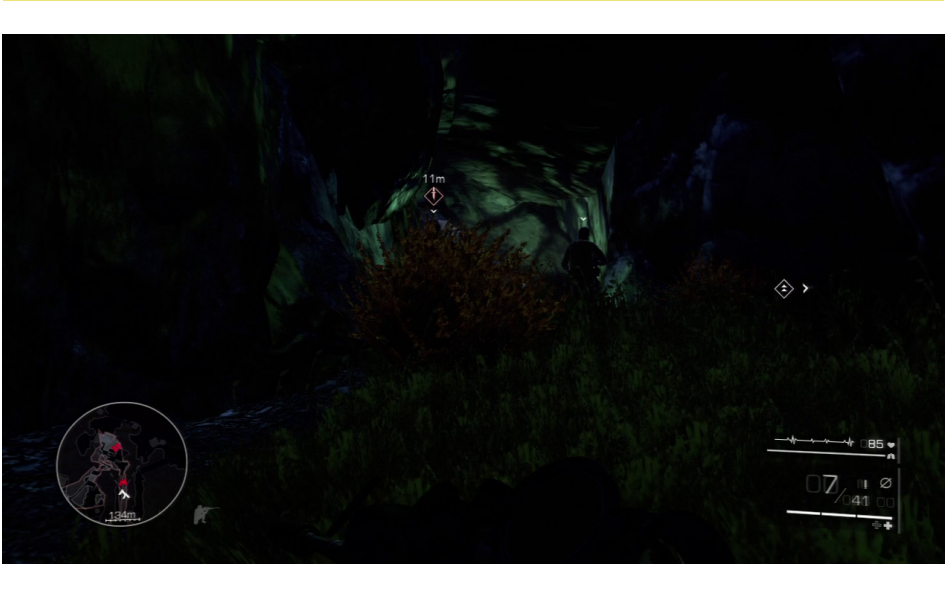

MERCENARY: Damn, you really have a hard on for gambling, don't you?

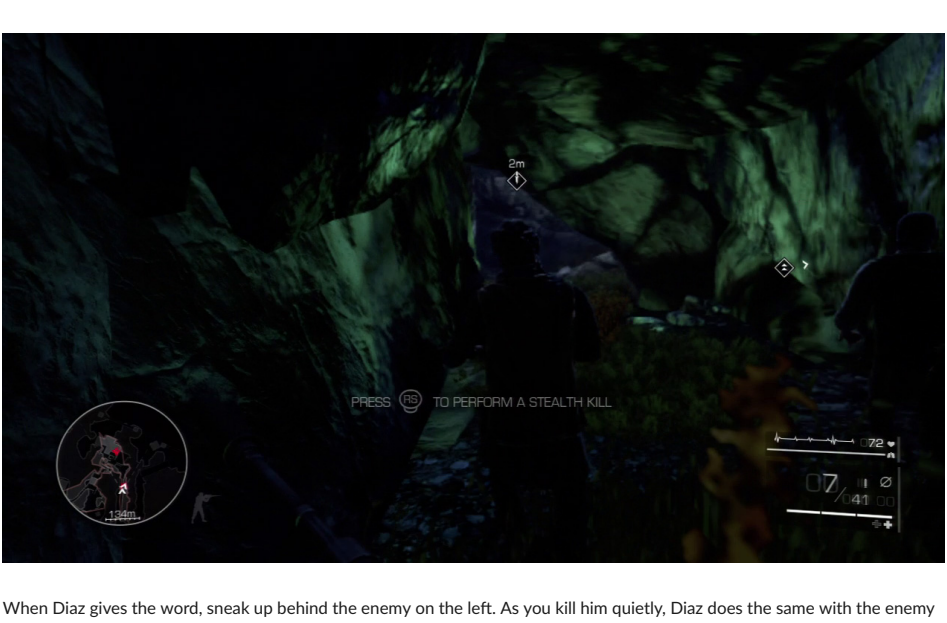
Stay behind Diaz and he creeps into the cave system. Two enemies patrol ahead of you, but Diaz wants to listen in on their conversation. The eventually divulge the location of the telegraphist, whom you plan to torture for information on the bio-agent's whereabouts.

Achievement Unlock: Say Hello To My Little Friend

- Xbox 360 Gamer Points: 10
- PlayStation Trophy: Bronze

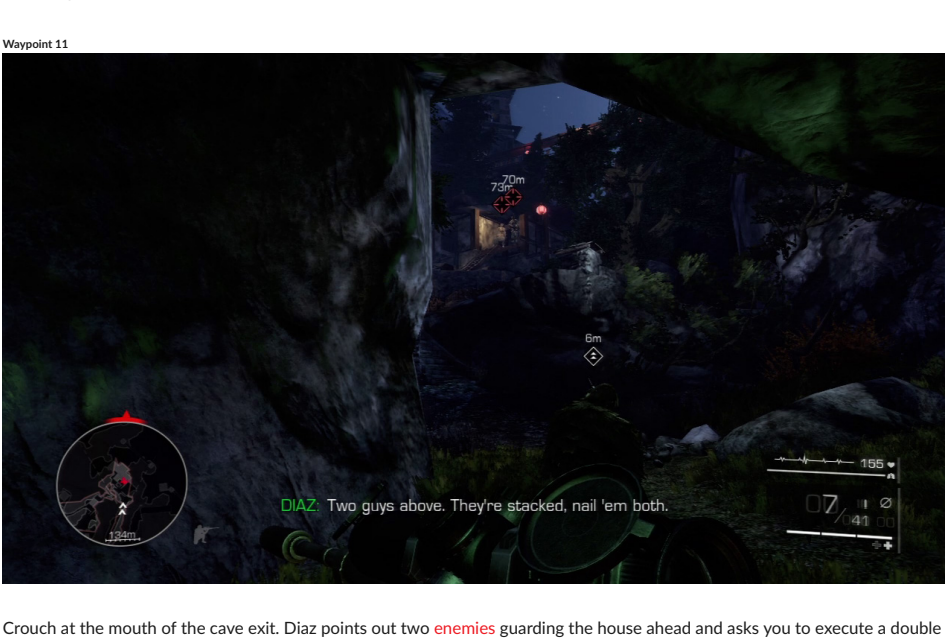
Though your sniper rifle is your best friend, your little friend, the pistol, comes in handy at close range. If you want to rack up more sidearm kills, sneak up on enemies as if you're were performing a stealth kill and pull out your pistol instead. Notch 30 kills with the pistol to earn the "Say Hello To My Little Friend" achievement.





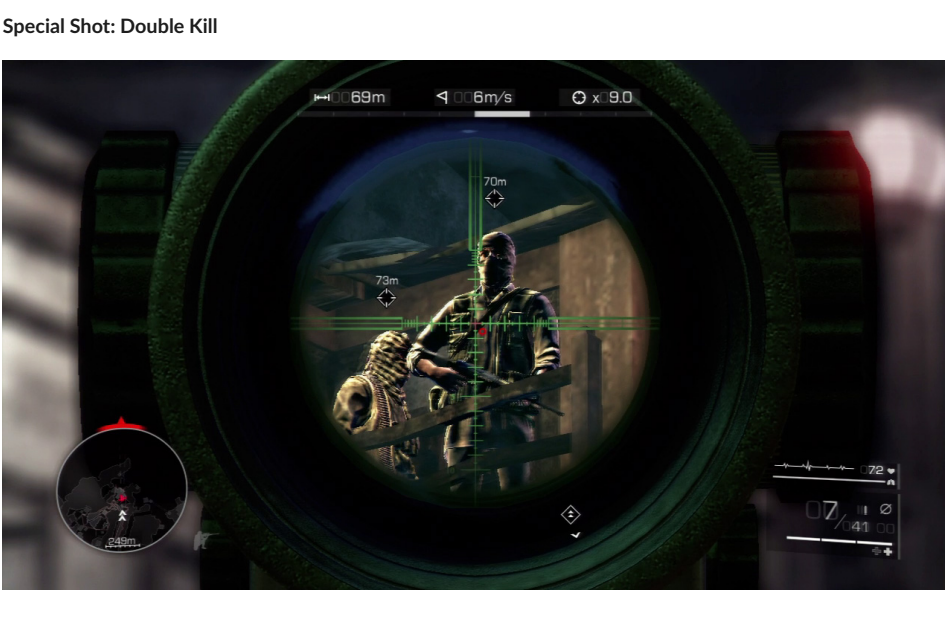
When Diaz gives the word, sneak up behind the enemy on the left. As you kill him quietly, Diaz does the same with the enemy on the right.

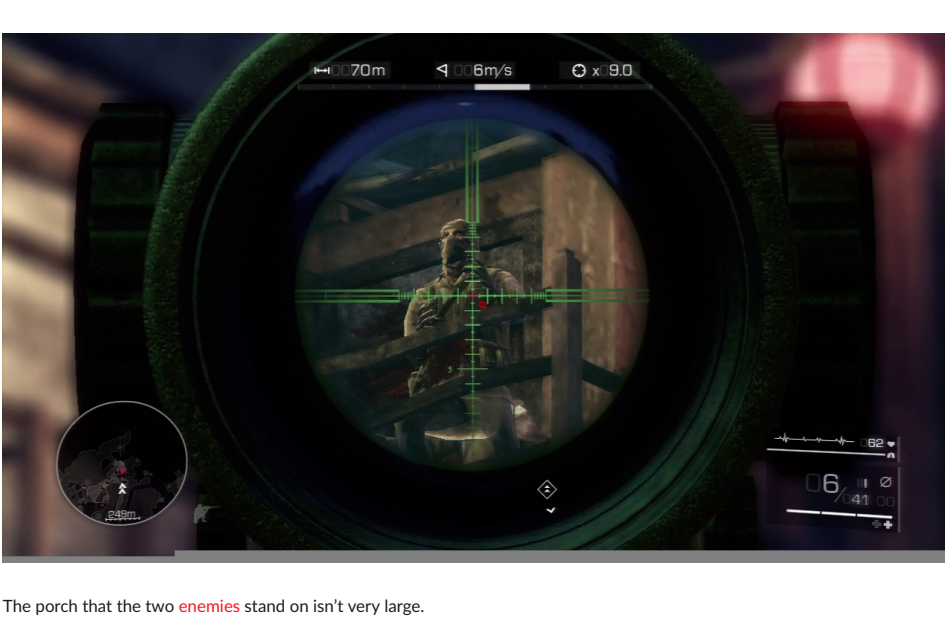
Waypoint 11



Crouch at the mouth of the cave exit. Diaz points out two enemies guarding the house ahead and asks you to execute a double kill shot.

Special Shot: Double Kill

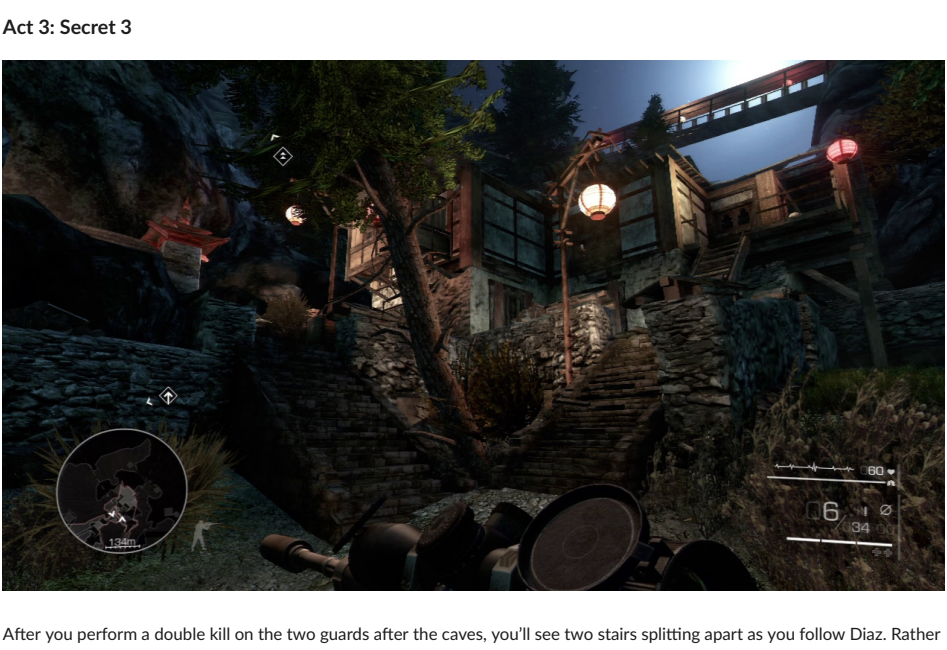




The porch that the two enemies stand on isn't very large.

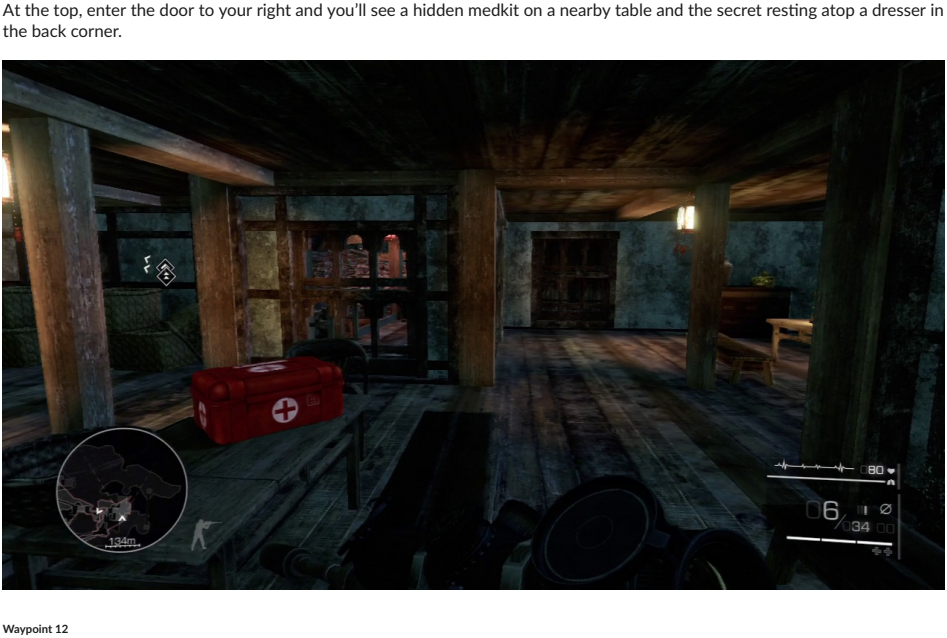
That's good for you. As they shuffle back and forth you will have ample opportunities to center your reticle on the closer guard and nail the enemy behind him, too, as he overlaps.

Act 3: Secret 3

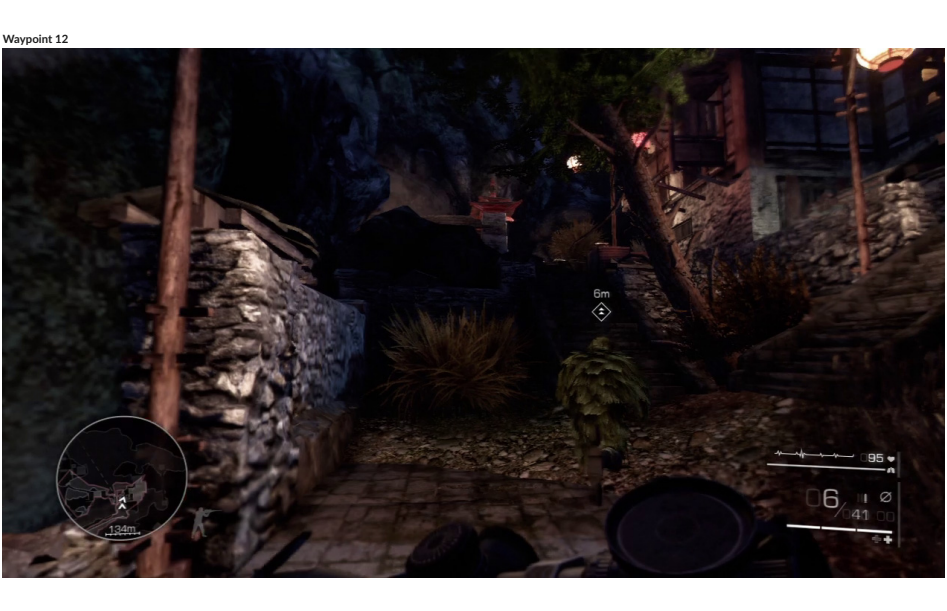


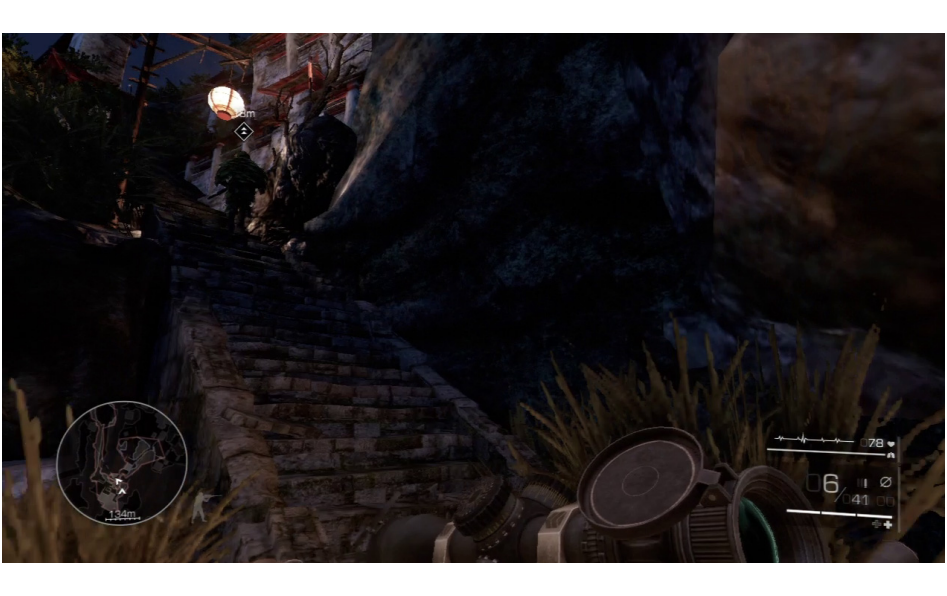
After you perform a double kill on the two guards after the caves, you'll see two stairs splitting apart as you follow Diaz. Rather than chase after Diaz up the left set of stairs, take the right stairs.

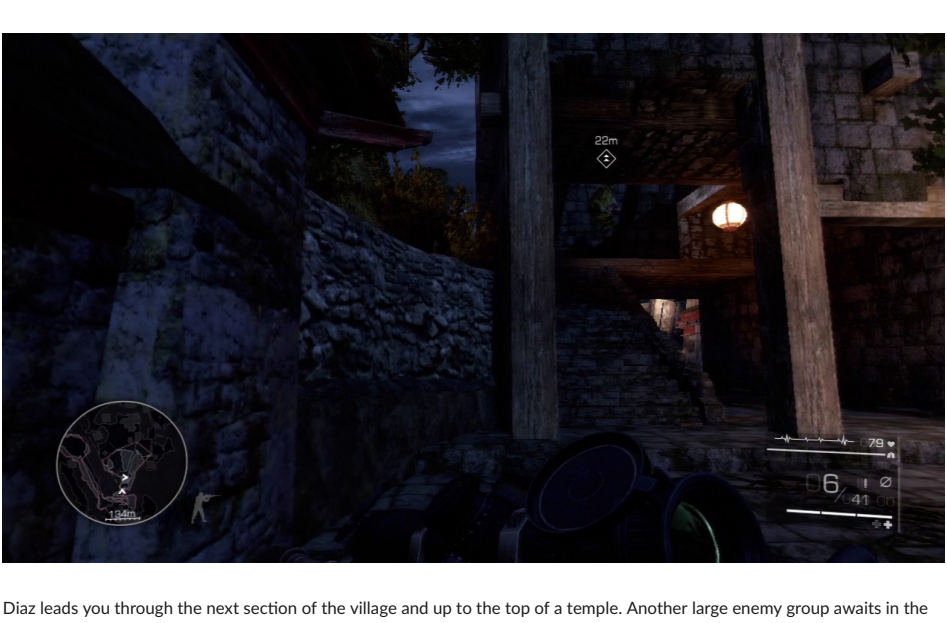
At the top, enter the door to your right and you'll see a hidden medkit on a nearby table and the secret resting atop a dresser in the back corner.



Waypoint 12

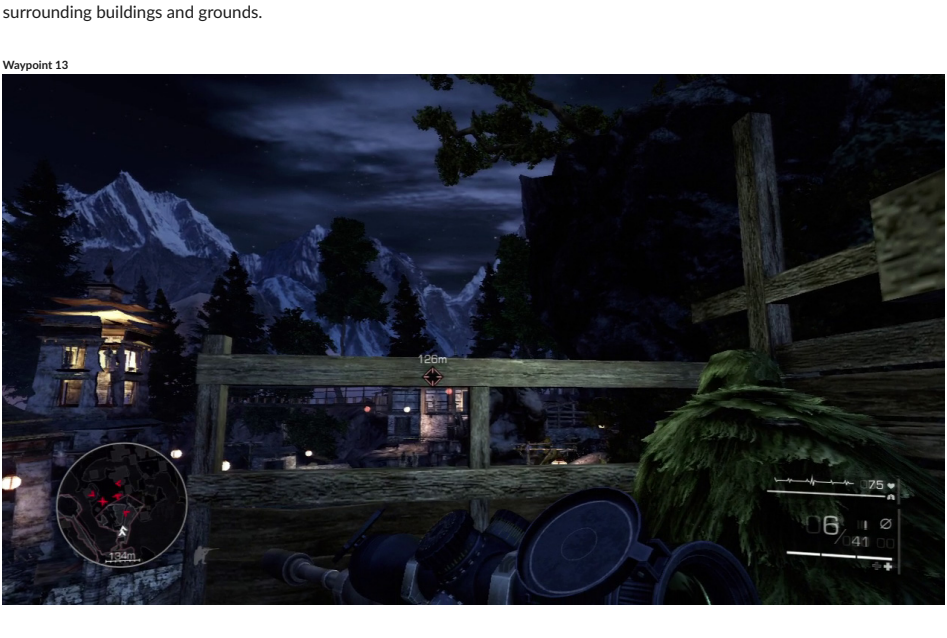


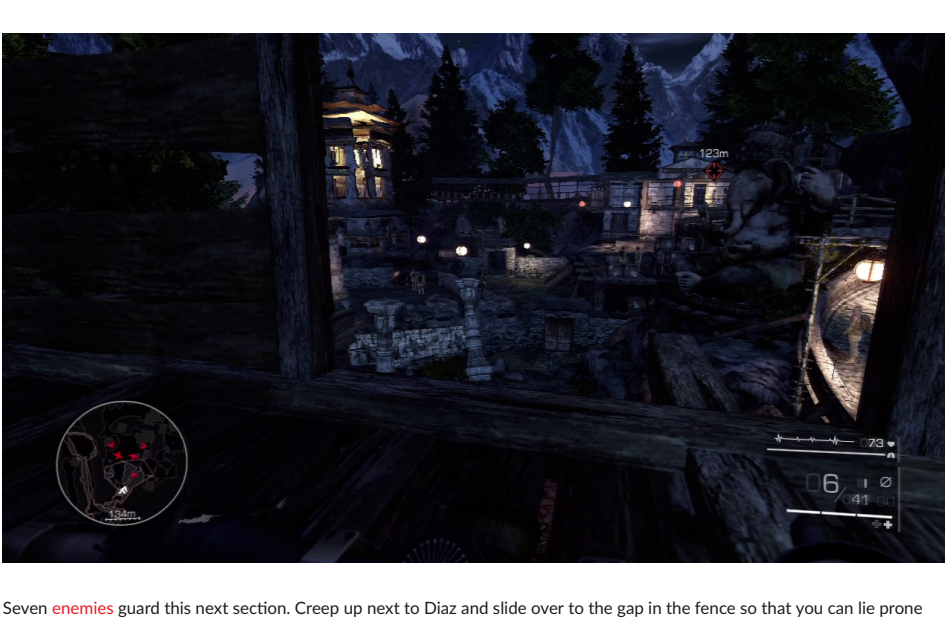




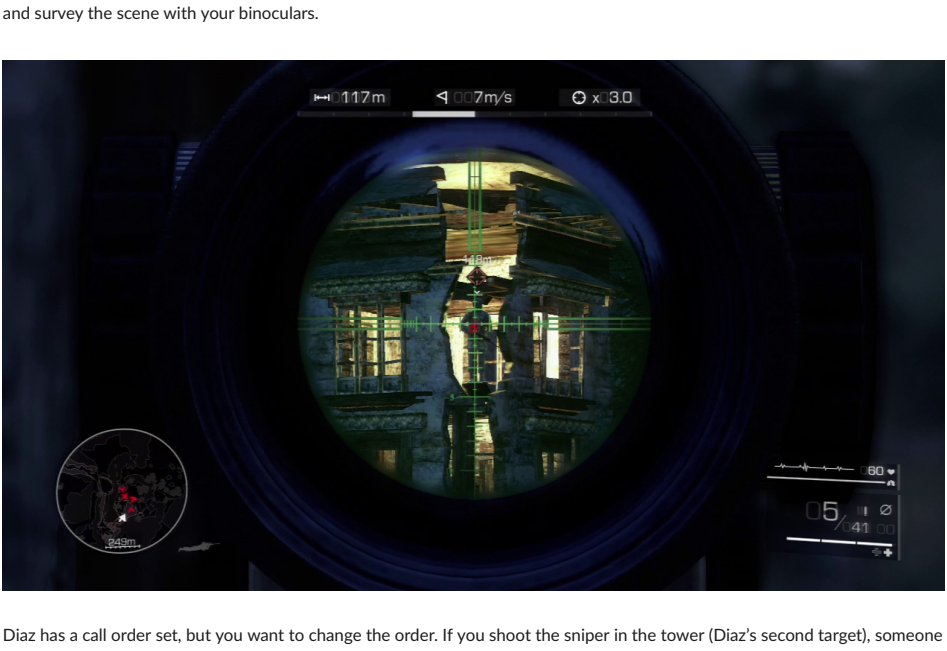
Diaz leads you through the next section of the village and up to the top of a temple. Another large enemy group awaits in the surrounding buildings and grounds.

Waypoint 13





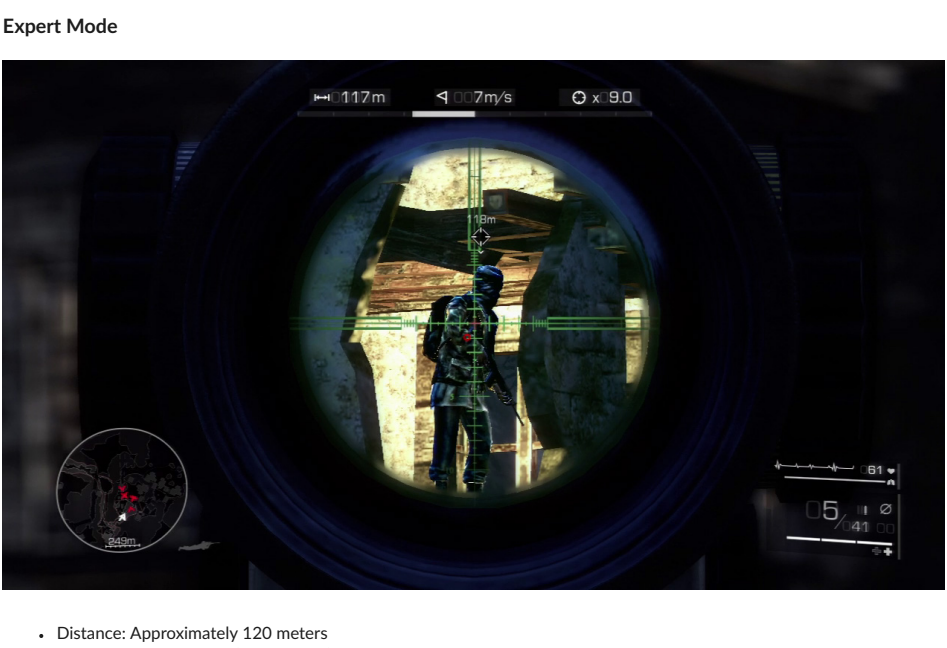
Seven enemies guard this next section. Creep up next to Diaz and slide over to the gap in the fence so that you can lie prone and survey the scene with your binoculars.



Diaz has a call order set, but you want to change the order. If you shoot the sniper in the tower (Diaz's second target), someone will spot the act and sound the alarm.

To kill as many targets as possible before the alarm sounds, reorder your shots.

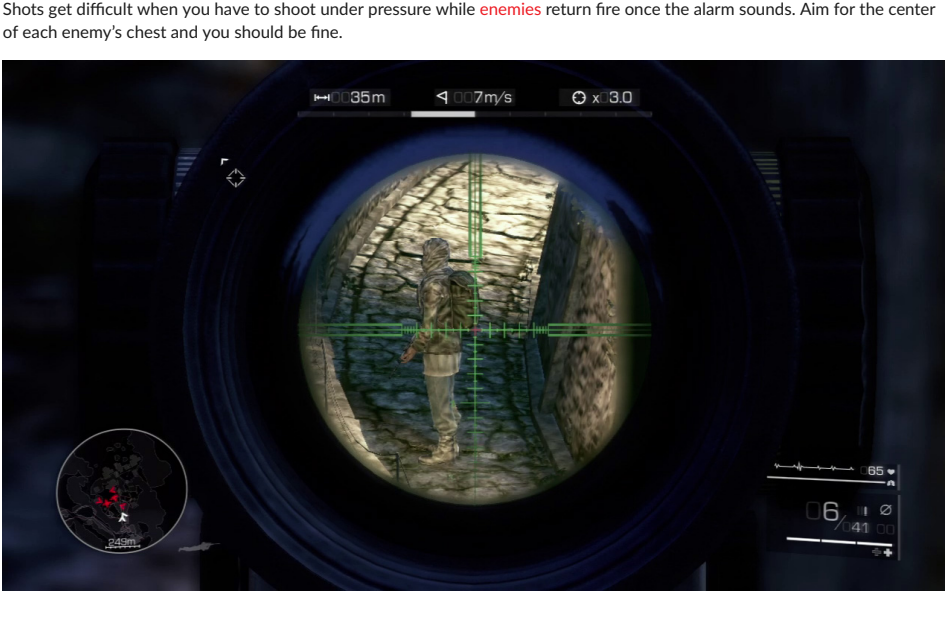
Expert Mode

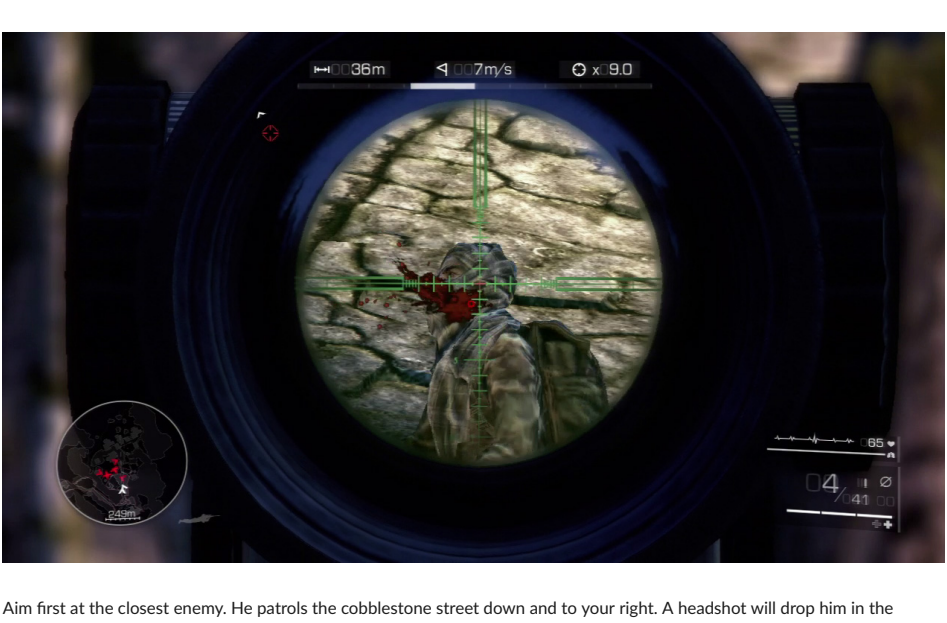


- Distance: Approximately 120 meters
- Wind: 7 meters/second (blowing left)
- Magnification: 9x

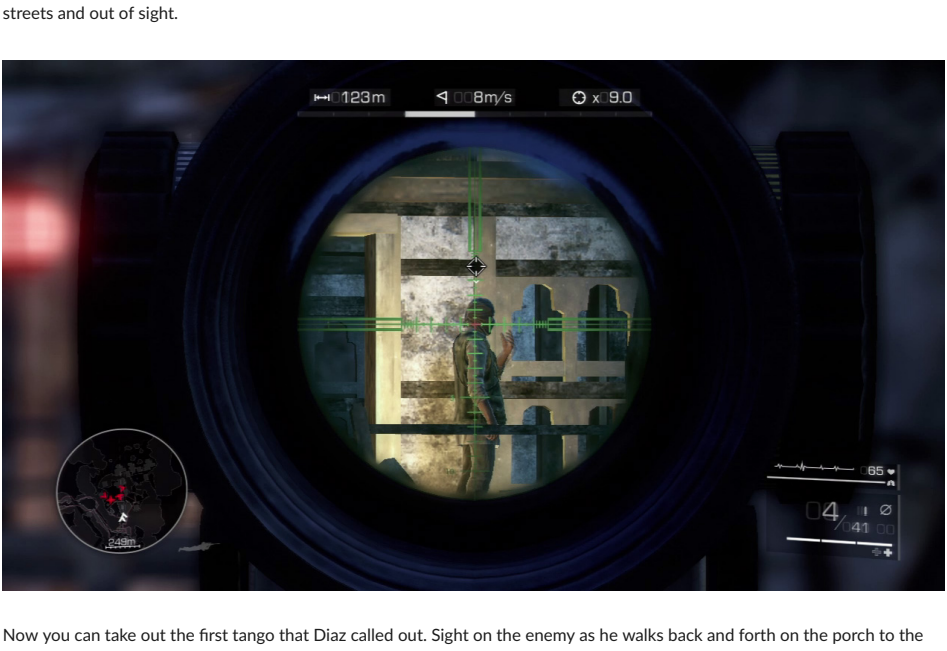
Wind and gravity will push your bullet left between the bull's-eye and first reticle line and down one full reticle line.

Shots get difficult when you have to shoot under pressure while enemies return fire once the alarm sounds. Aim for the center of each enemy's chest and you should be fine.



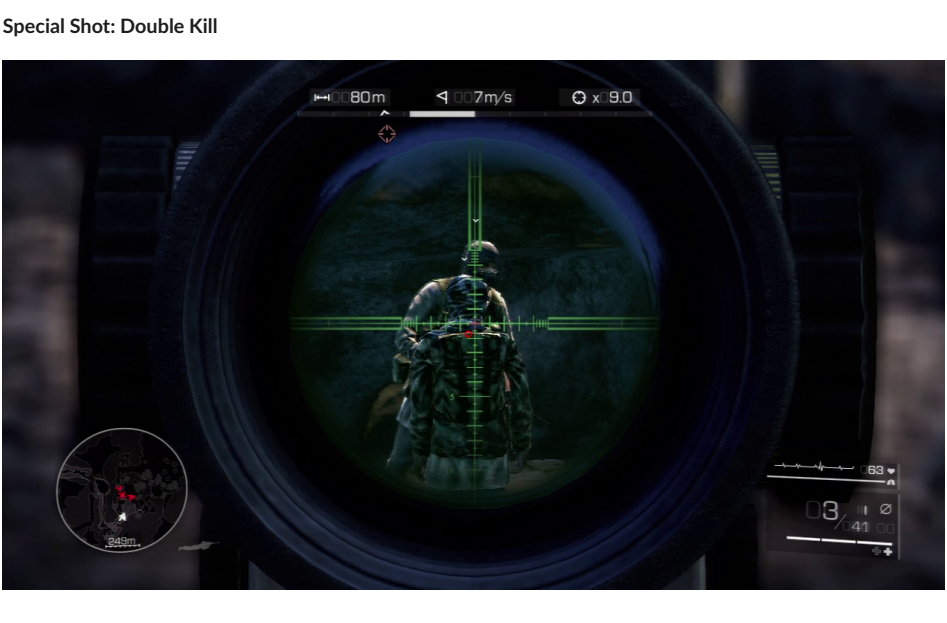


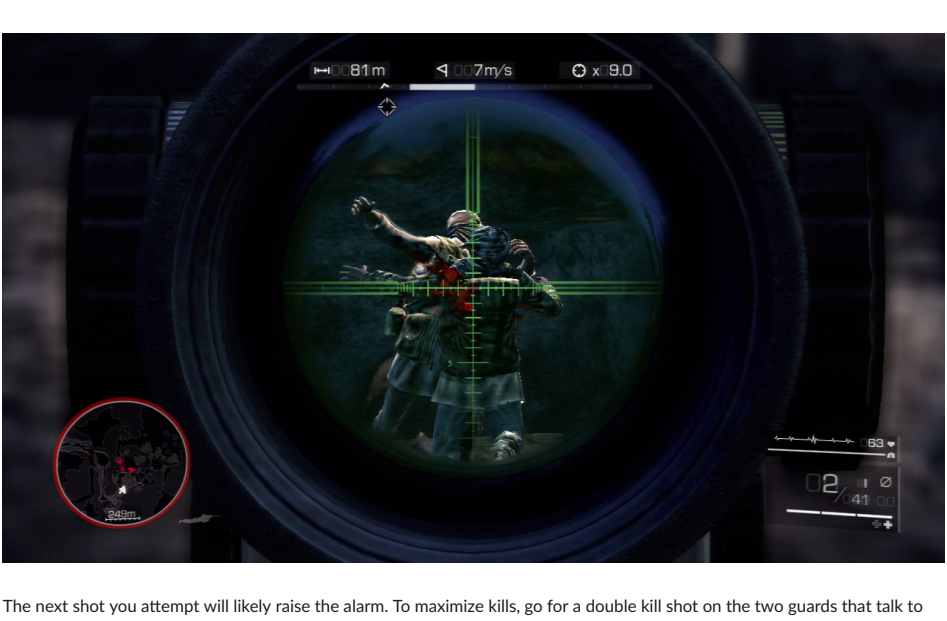
Aim first at the closest enemy. He patrols the cobblestone street down and to your right. A headshot will drop him in the streets and out of sight.



Now you can take out the first tango that Diaz called out. Sight on the enemy as he walks back and forth on the porch to the far right. When he pauses at the right wall, blast him.

Special Shot: Double Kill



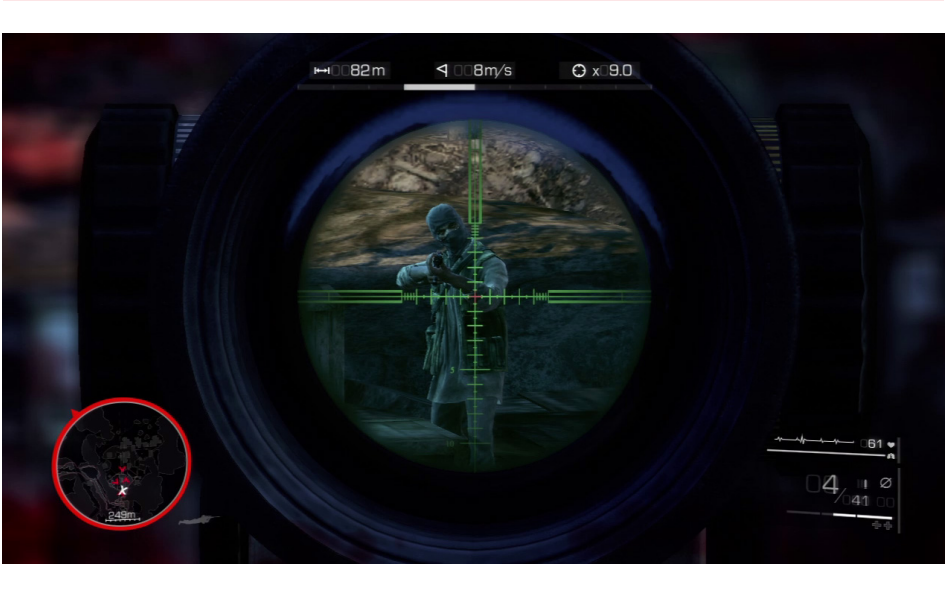


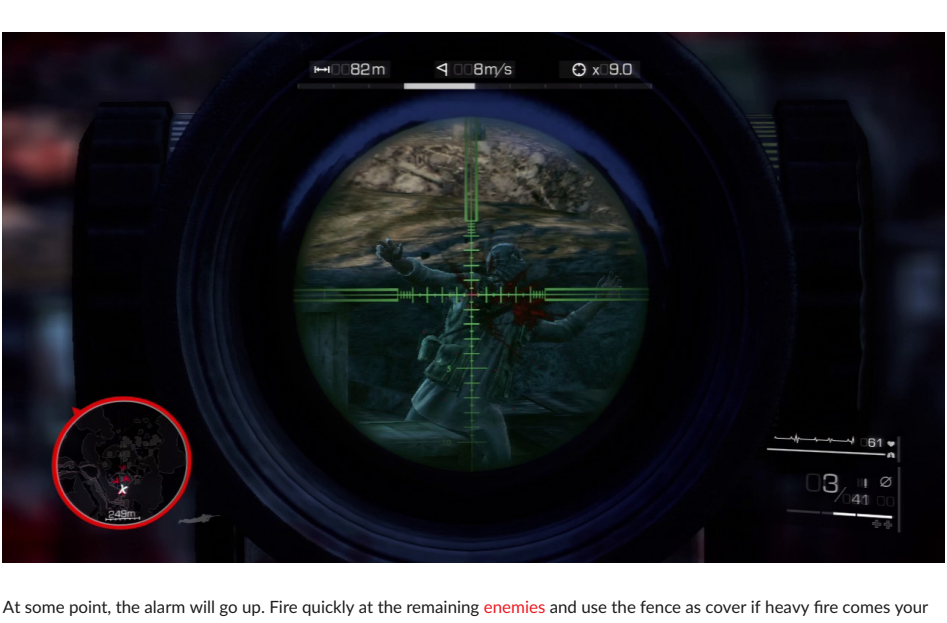
The next shot you attempt will likely raise the alarm. To maximize kills, go for a double kill shot on the two guards that talk to your left on the grounds below.

As usual, sight on the back of the closest one and wait for the second enemy to cross in front of the first enemy. When he does, pull the trigger and get two for one.

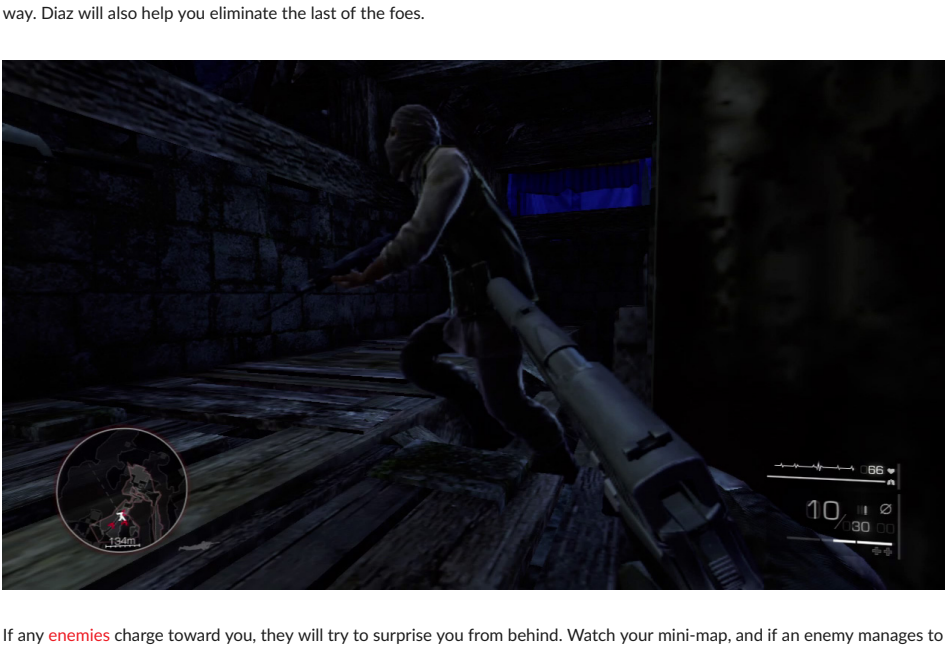
Caution

As soon as you shoot the tower sniper or any of the guards patrolling the grounds, the alarm sounds. Prepare for return fire from the few remaining enemies.





At some point, the alarm will go up. Fire quickly at the remaining enemies and use the fence as cover if heavy fire comes your way. Diaz will also help you eliminate the last of the foes.

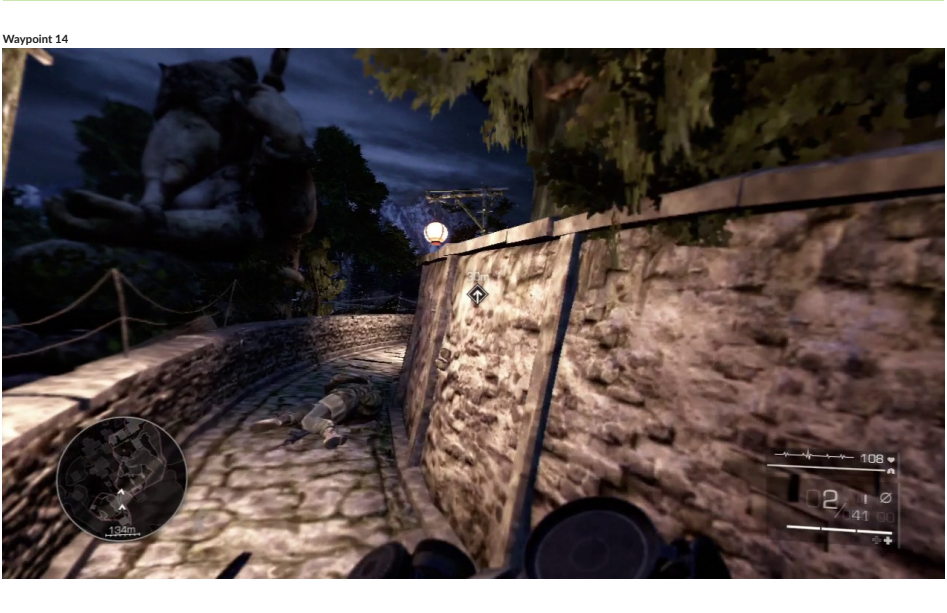


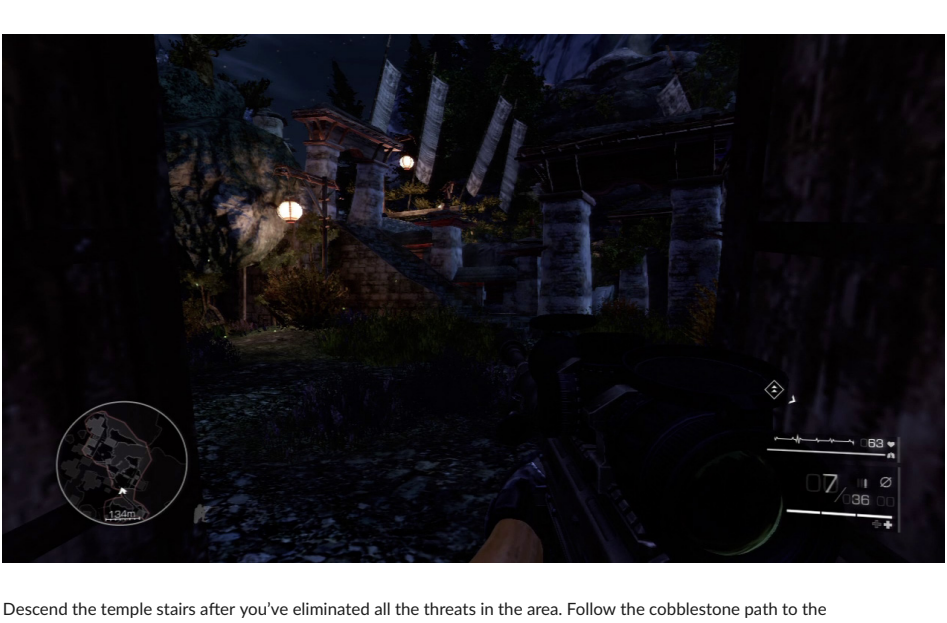
If any enemies charge toward you, they will try to surprise you from behind. Watch your mini-map, and if an enemy manages to reach the temple base, switch to your pistol and wait at the steps for him to charge up. Gun him down at point-blank range before he can hit you with a burst from his machine gun.

Tip

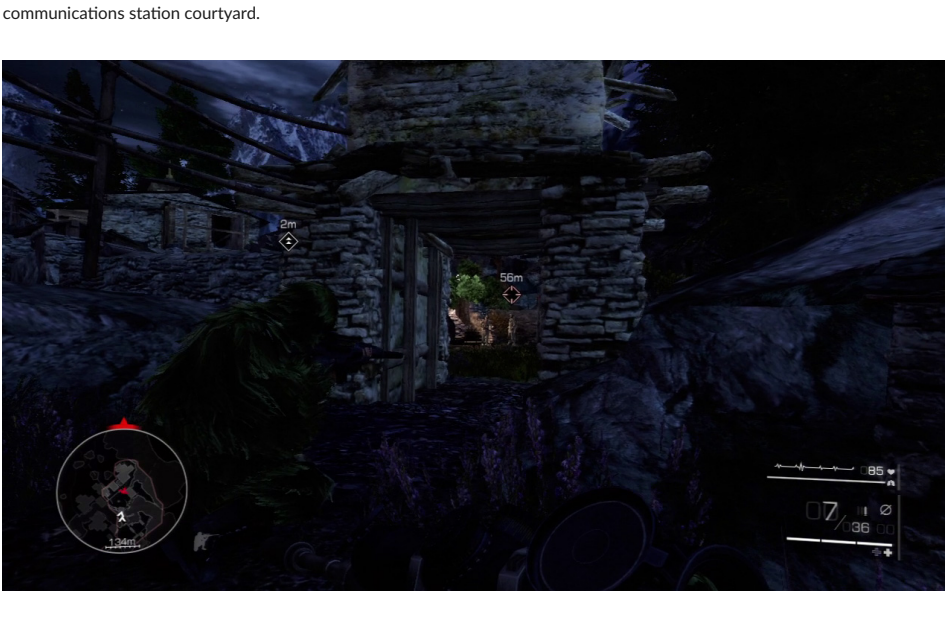
A medkit rests in the back corner of the temple. Grab it before or after the fight if you're wounded.

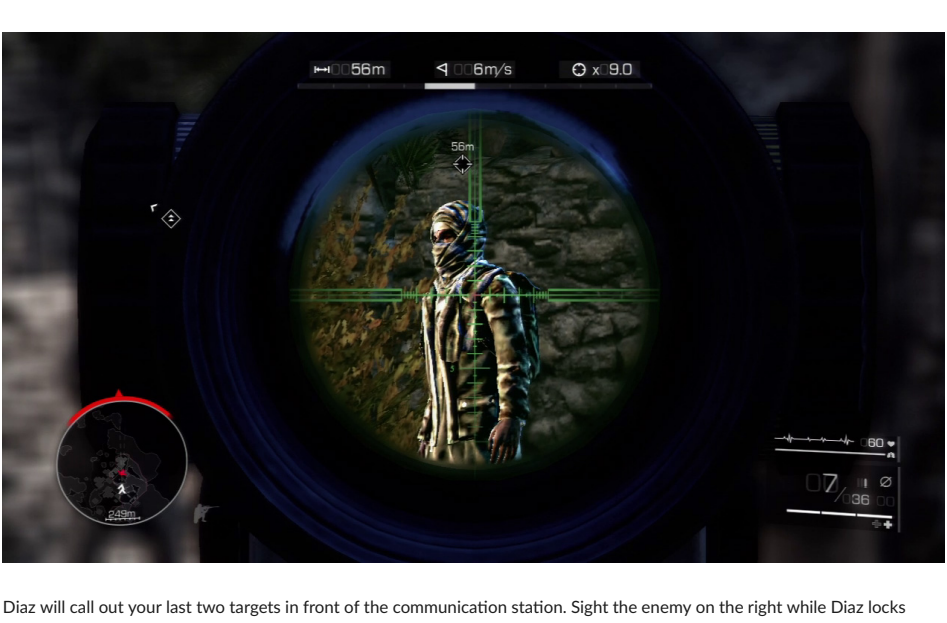
Waypoint 14





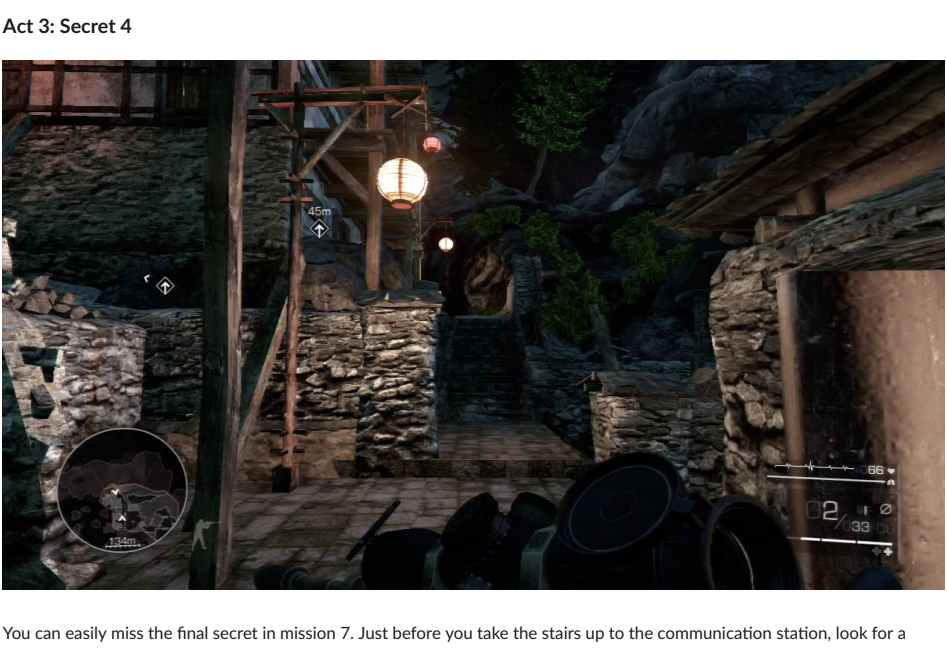
Descend the temple stairs after you've eliminated all the threats in the area. Follow the cobblestone path to the communications station courtyard.





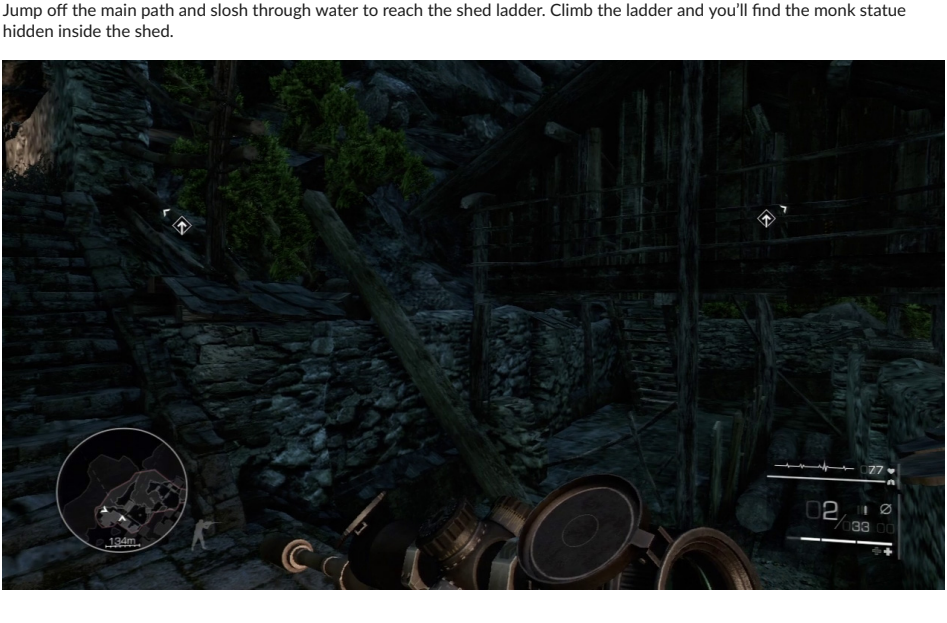
Diaz will call out your last two targets in front of the communication station. Sight the enemy on the right while Diaz locks onto the enemy on the left. Kill them simultaneously.

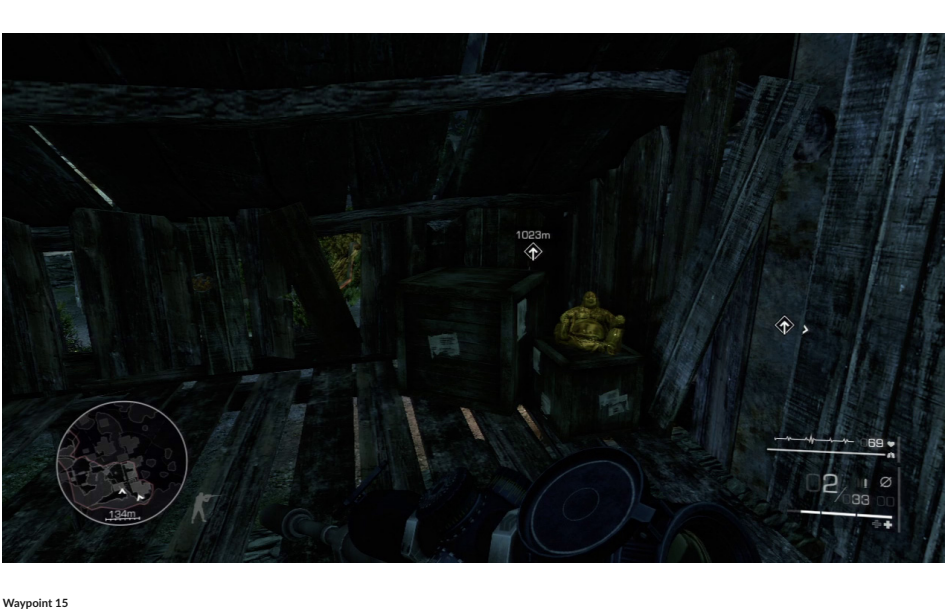
Act 3: Secret 4



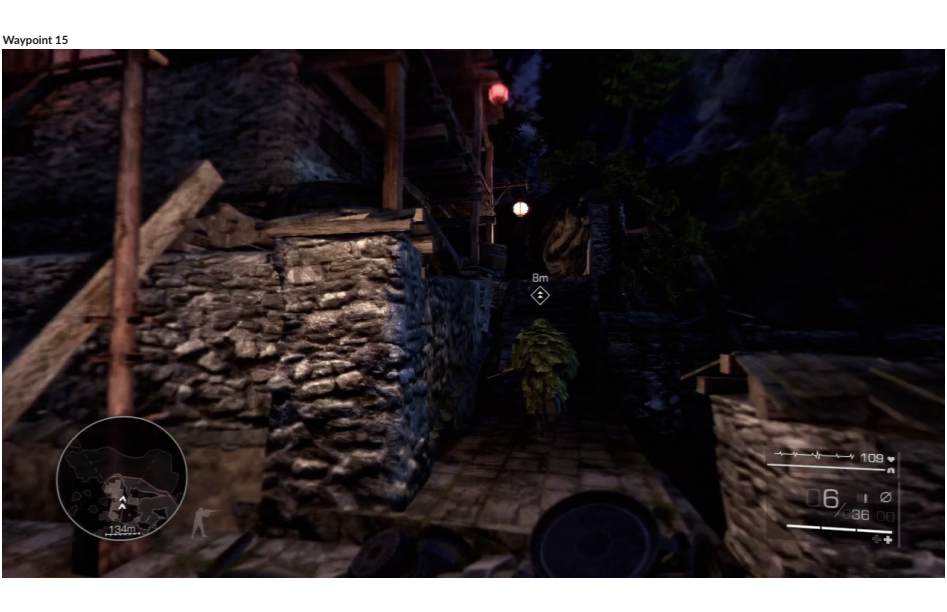
You can easily miss the final secret in mission 7. Just before you take the stairs up to the communication station, look for a rundown storage shed to your right.

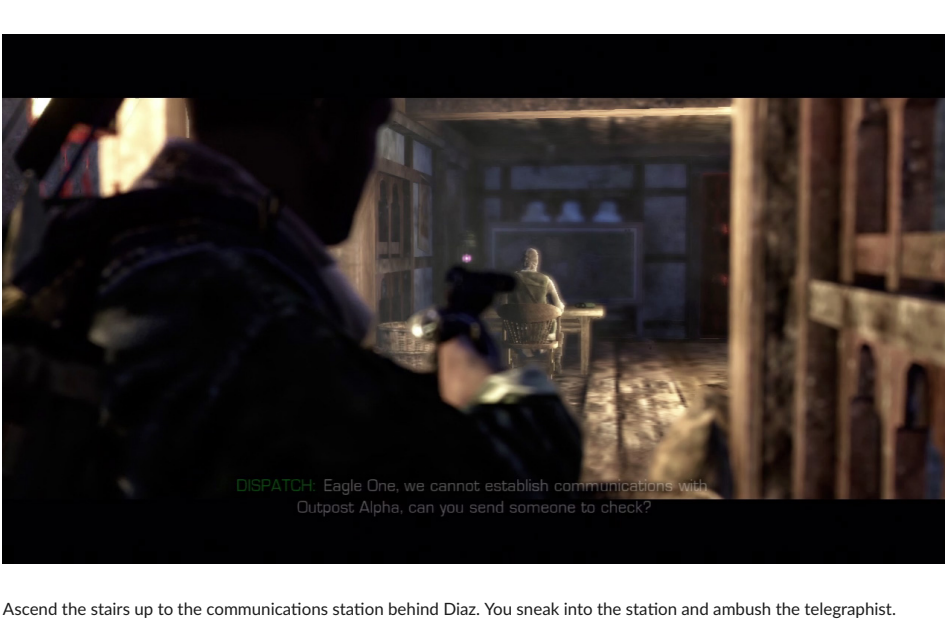
Jump off the main path and slosh through water to reach the shed ladder. Climb the ladder and you'll find the monk statue hidden inside the shed.





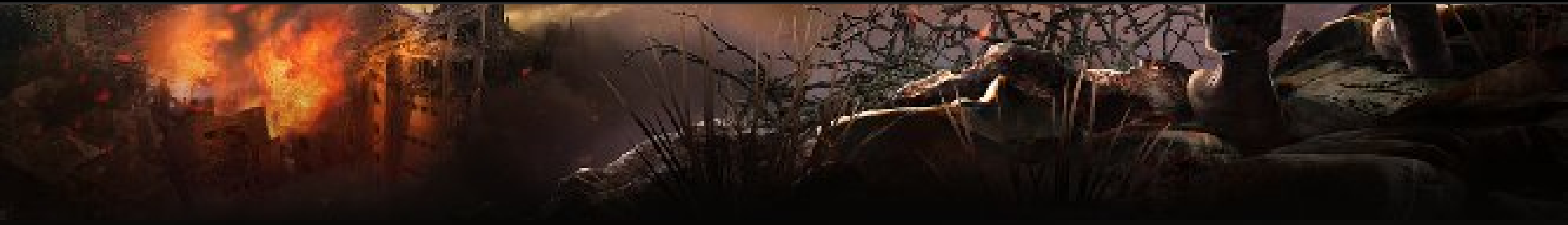
Waypoint 15




DISPATCH: Eagle One, we cannot establish communications with Outpost Alpha, can you send someone to check?

Ascend the stairs up to the communications station behind Diaz. You sneak into the station and ambush the telegraphist.

With a gun to his head, the telegraphist reveals the location of the bio-agent, but you'll have to travel through an underground maze to reach it.



Mission 8: Burning Bridges

8.1 Overview

Click here for interactive map

Mission Overview

To reach Merinov and the bio-agent, you and Diaz must navigate a twisting cavern system entrenched with enemies. Right from the get-go, things go wrong when a cave-in causes you to lose your sniper rifle.

Your first objective is to recover your weapon, and from there it only gets harder. If you succeed in recovering your weapon without anyone detecting you, the “Karma Chameleon” achievement is all yours.

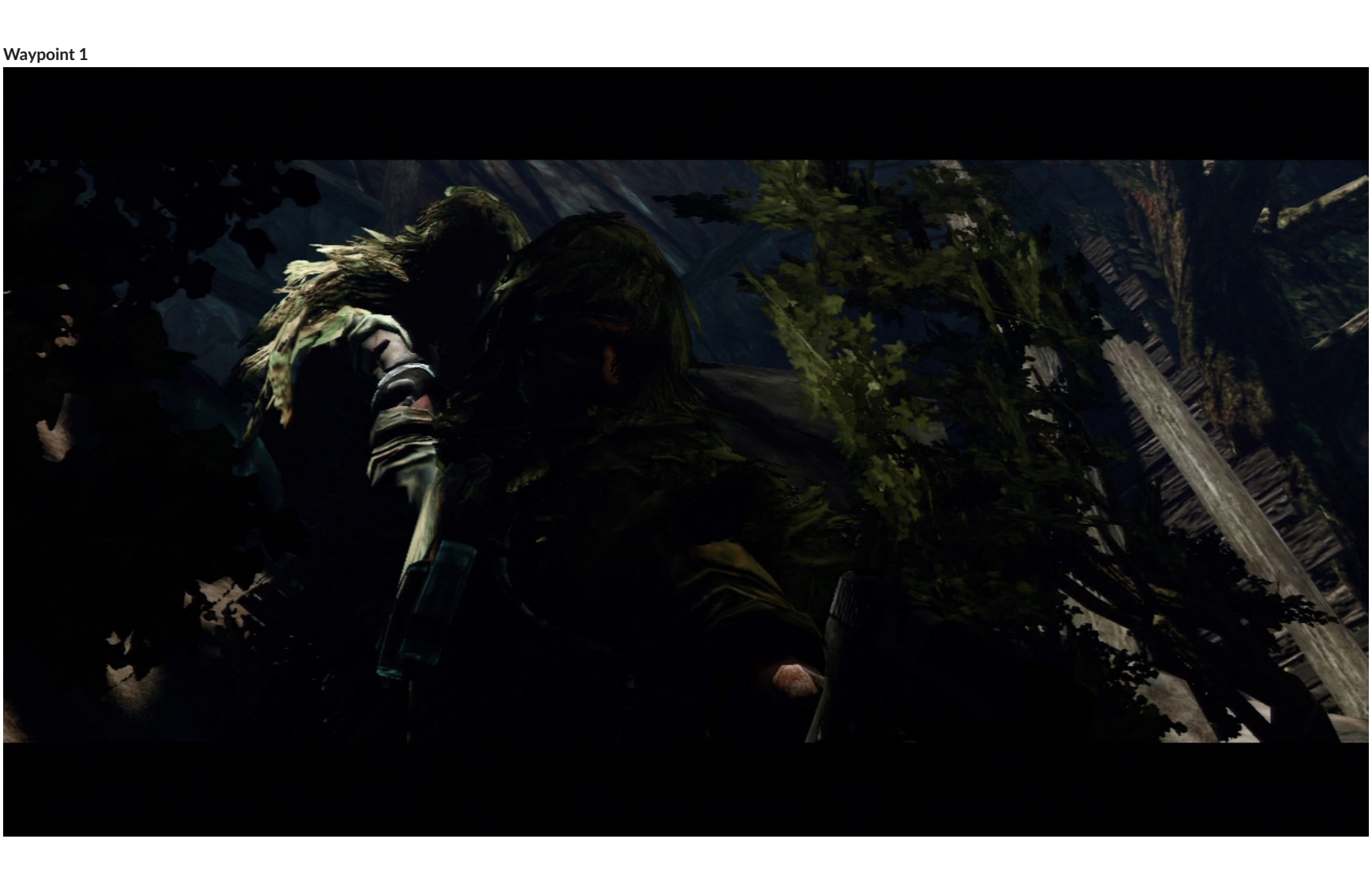
- Objectives
- Retrieve your weapon undetected.
- Eliminate the searchlight and its crew.
- Reach the overwatch.
- Eliminate the enemies.
- Rendezvous with Diaz.
- Plant the C4.
- Follow Diaz.
- Detonate the C4.
- Escape the caves.

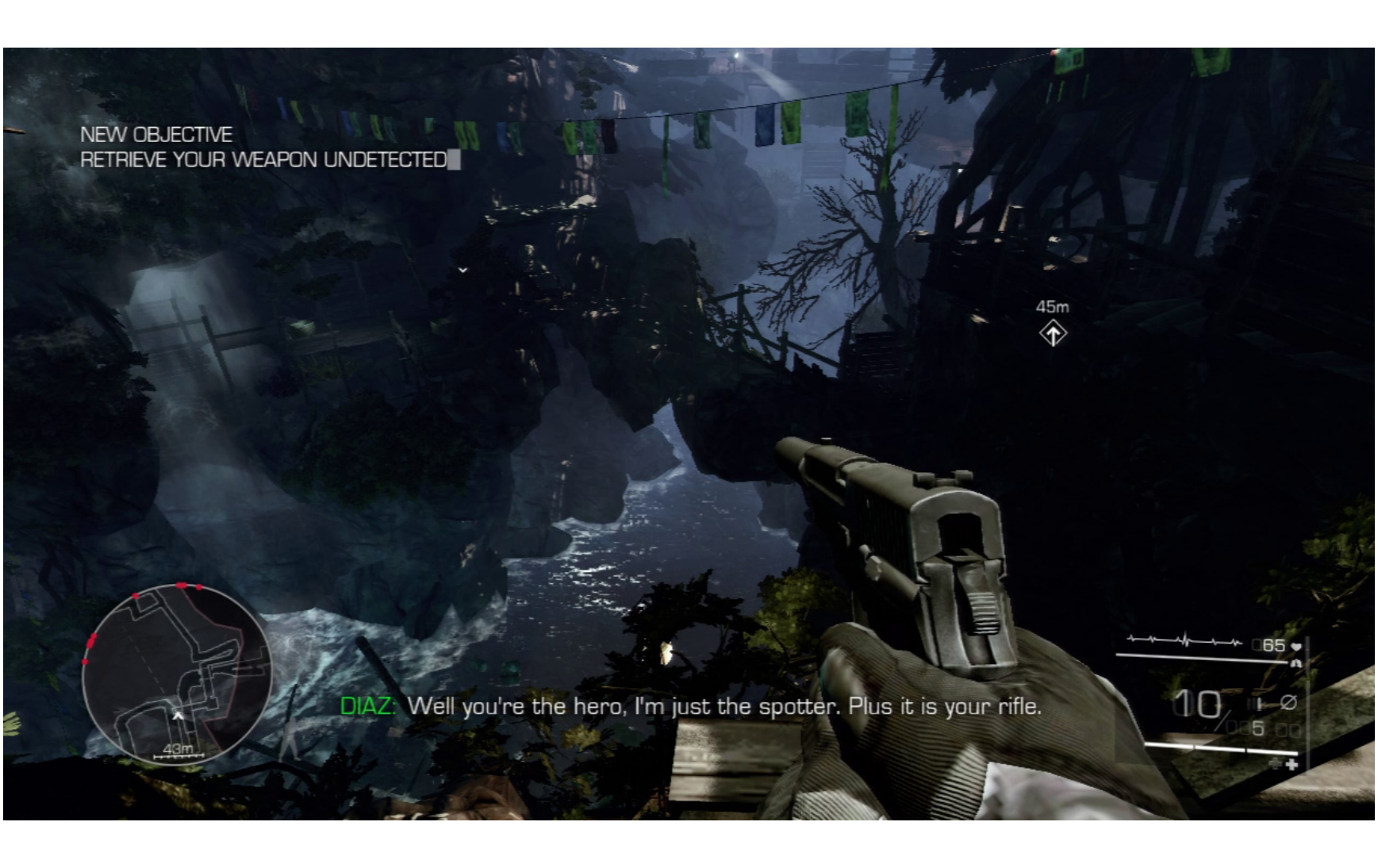
Mission 8: Burning Bridges

8.2 Waypoints 1-7

Video is restricted

Waypoint 1

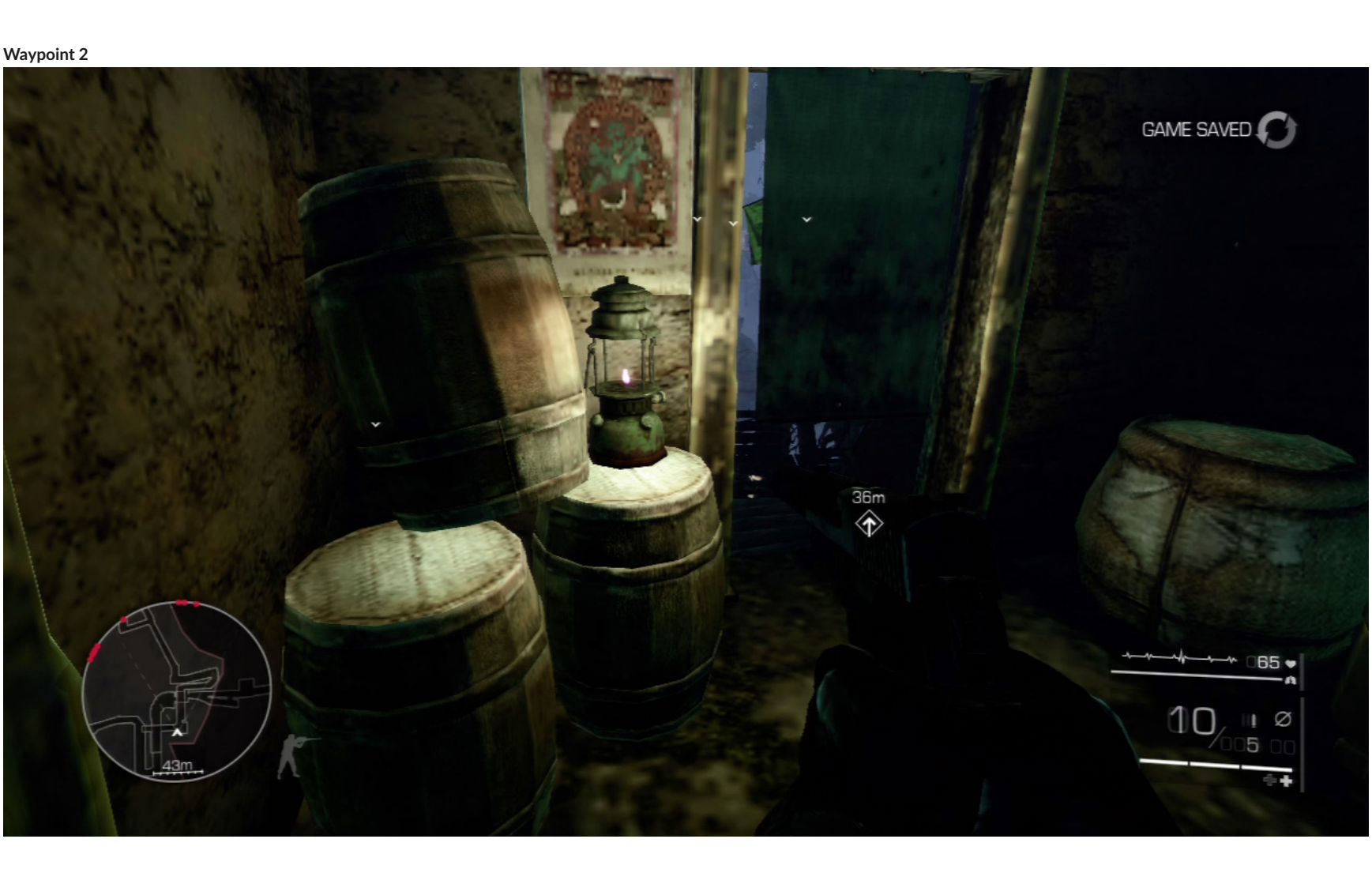


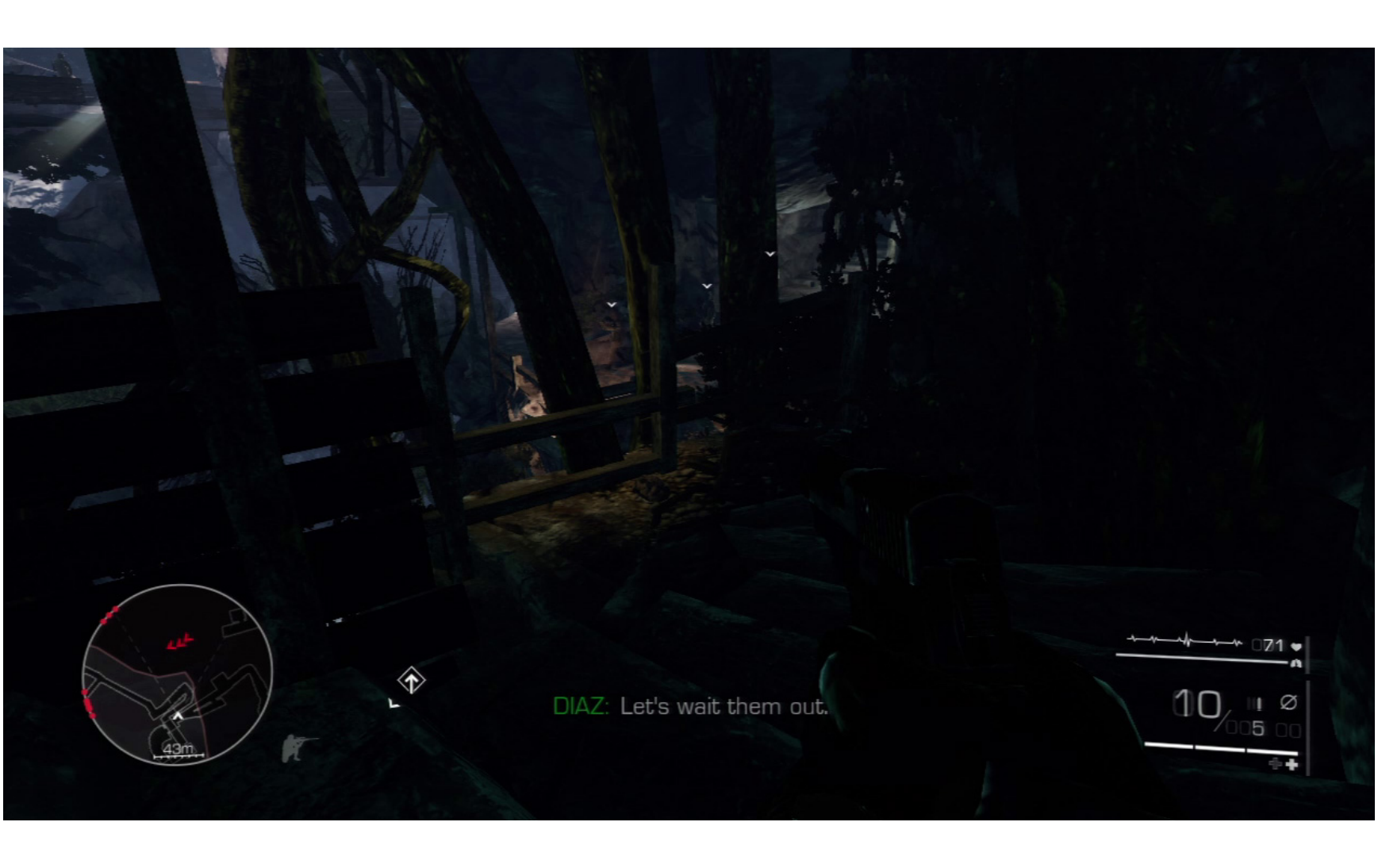

NEW OBJECTIVE
RETRIEVE YOUR WEAPON UNDETECTED
DIAZ: Well you're the hero, I'm just the spotter. Plus it is your rifle.

A mishap almost finishes your mission before it begins at the start of your infiltration into the caves: A cave-in sends you and Diaz sprawling, nearly over the edge of a cliff, and throws your rifle down among rocks patrolled by dozens of enemies.

You have only the 15 rounds in your pistol and your stealth to retrieve your rifle and take on all the enemies in the cave system.

Waypoint 2

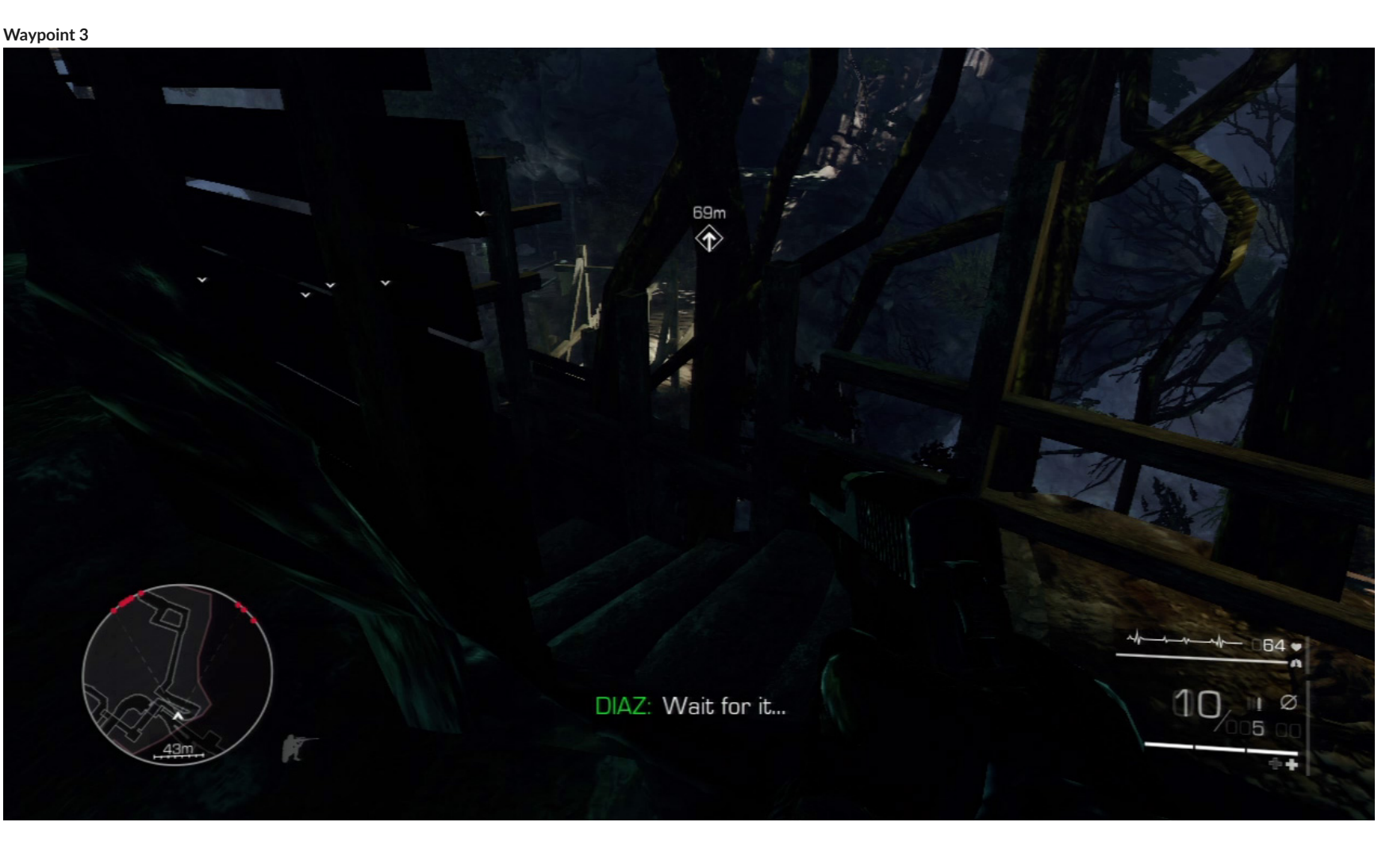


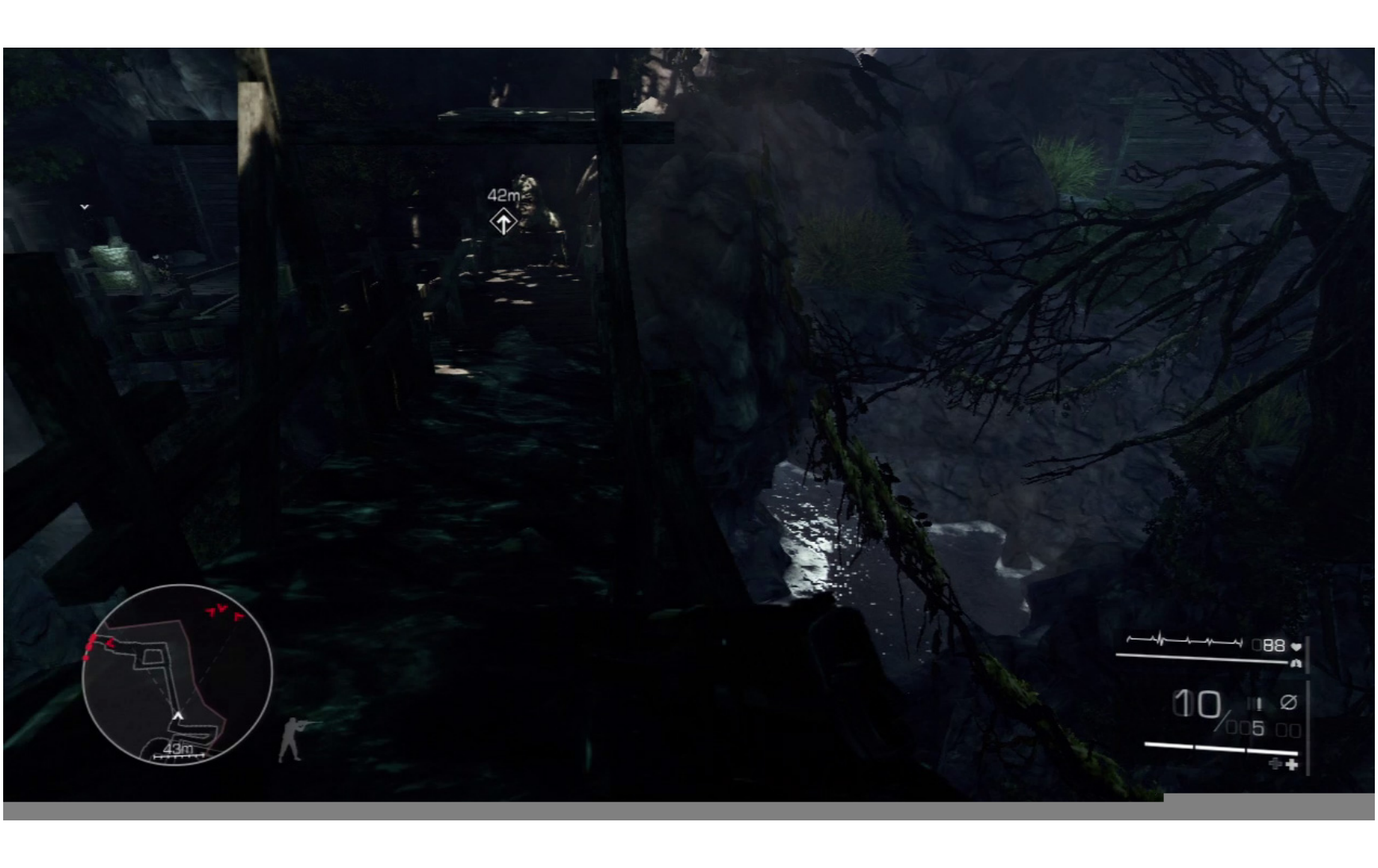


Leave Diaz and take the first wooden staircase. Diaz watches over you and gives you verbal cues from his better vantage point.

Listen to him carefully as you sneak through the caves. When Diaz says stop and let the first enemy patrol pass, wait in the shadows and don't engage.

Waypoint 3





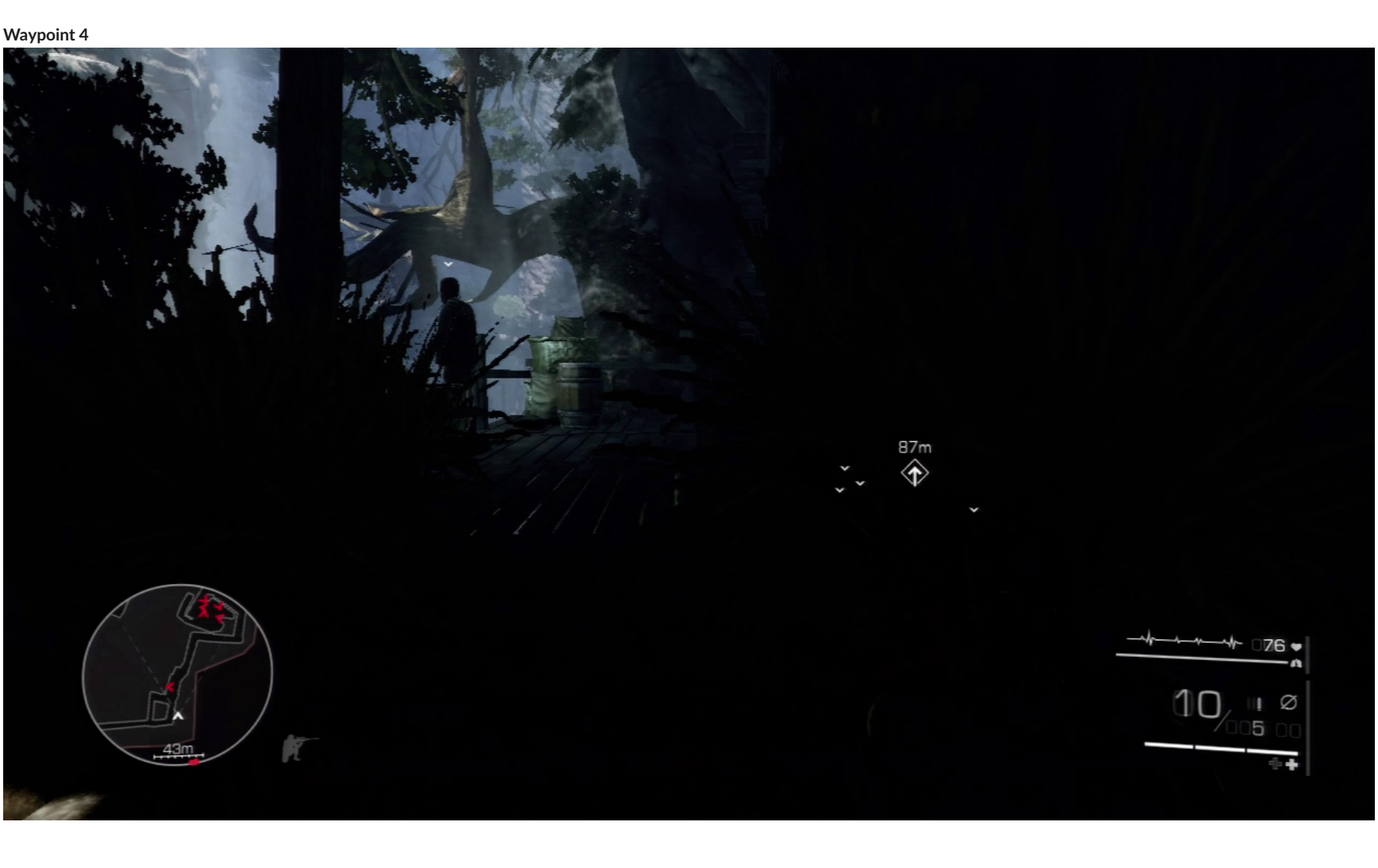
After the first enemy patrol passes, climb down to the stairs' landing. You'll see a searchlight illuminating the bridge and walkways below.

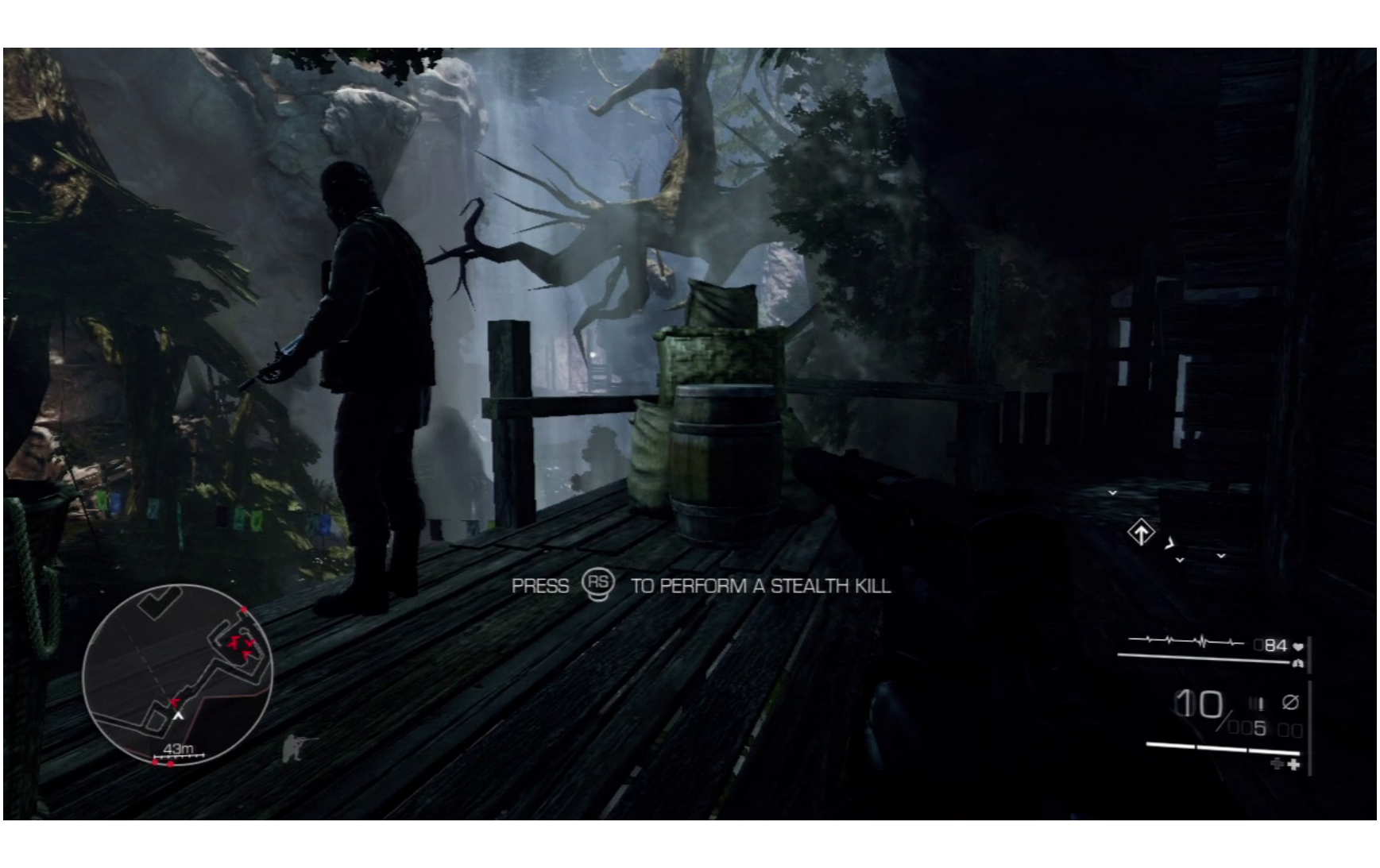
Time your run so that you sprint over the bridge just after the searchlight sweeps over it, and before it sweeps back.

Tip

Diaz will cue you when to run over the bridge. If you're in danger of getting lit up by the searchlight, he'll immediately warn you. Seek cover quickly and try your run later when it's safer.

Waypoint 4

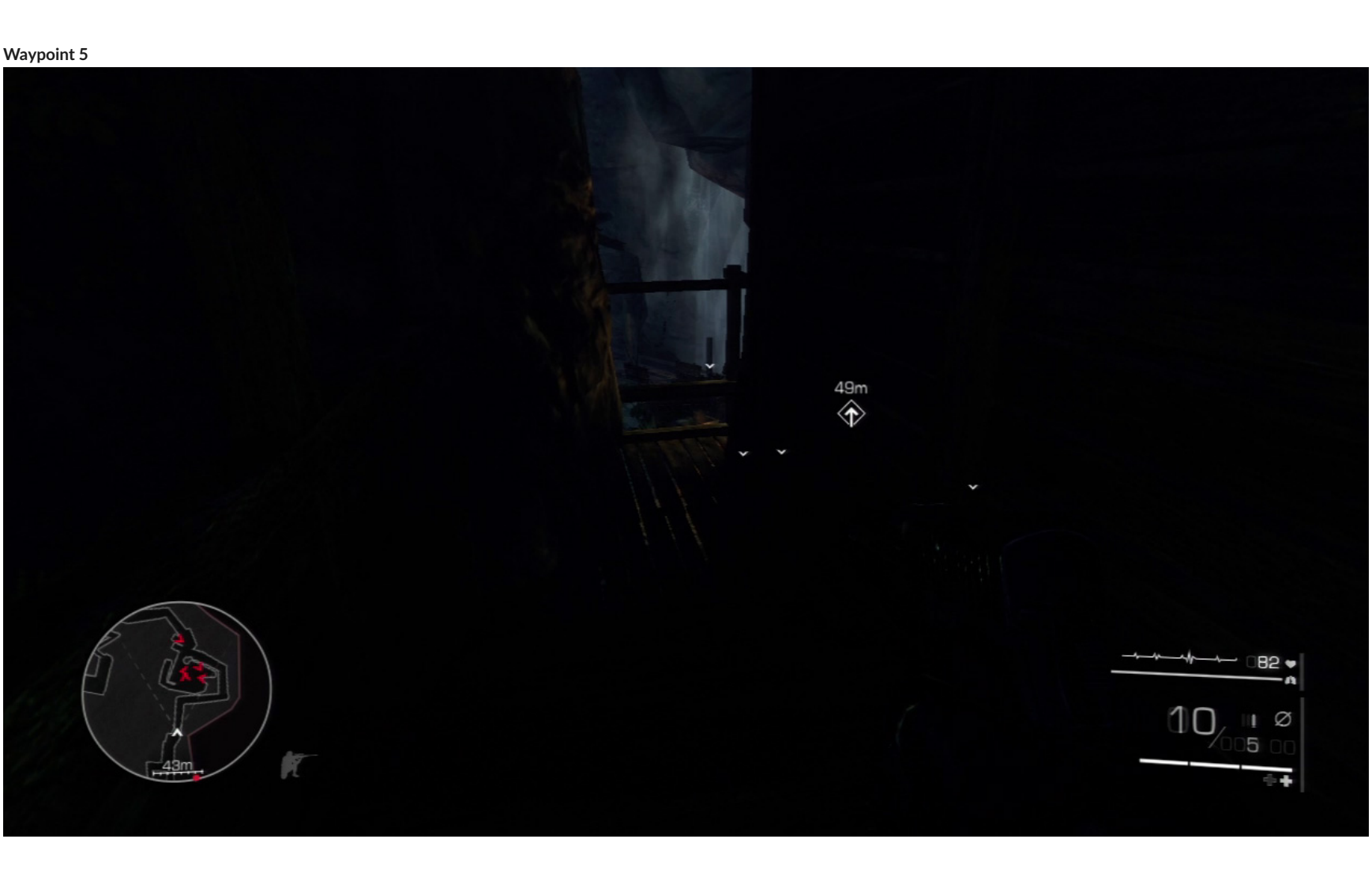


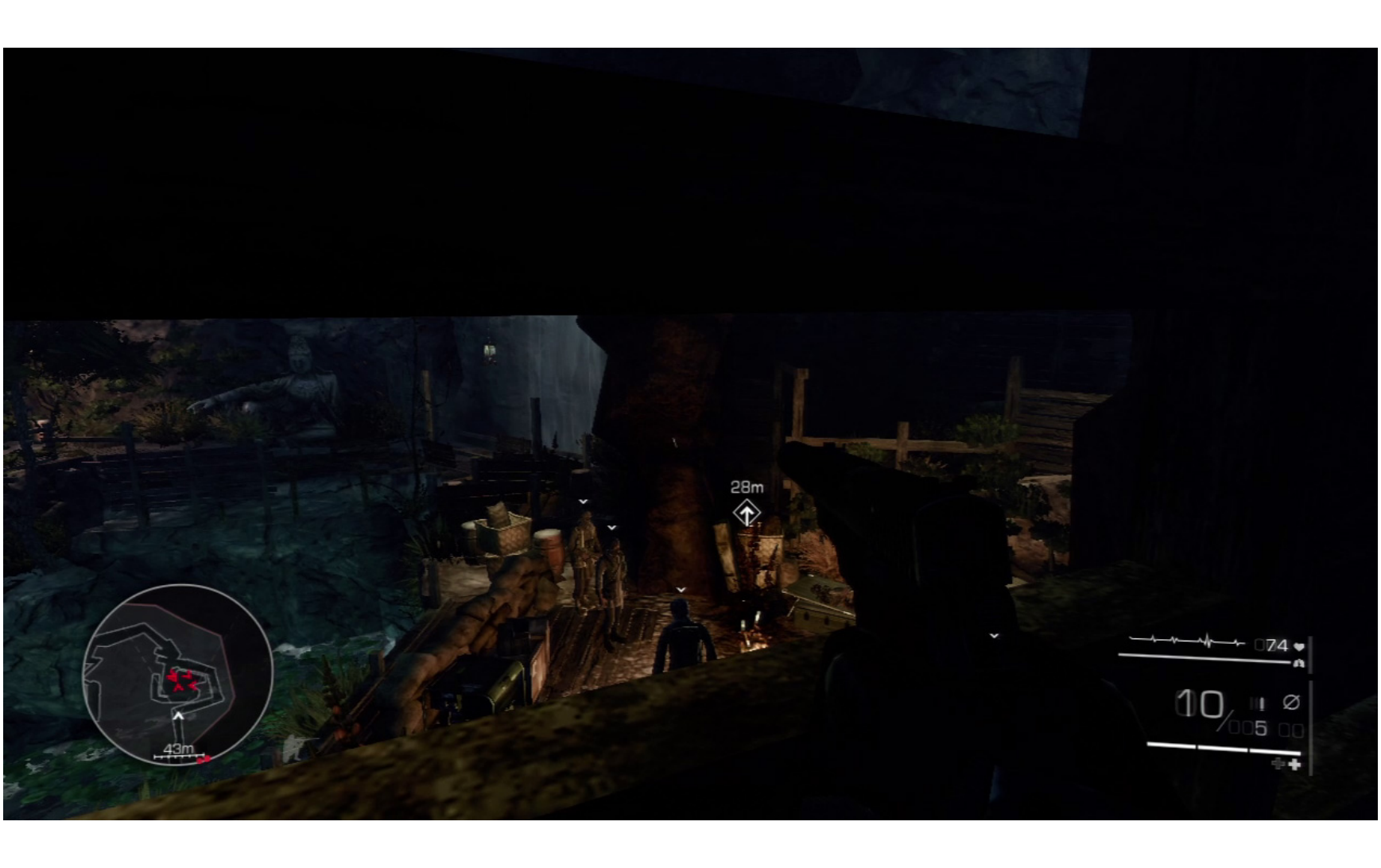


Turn left after the bridge and slip into the dark shadows. Look for the guard standing by the water.

He gazes out at the underground stream, so it shouldn't be difficult to sneak up and stealth kill from behind.

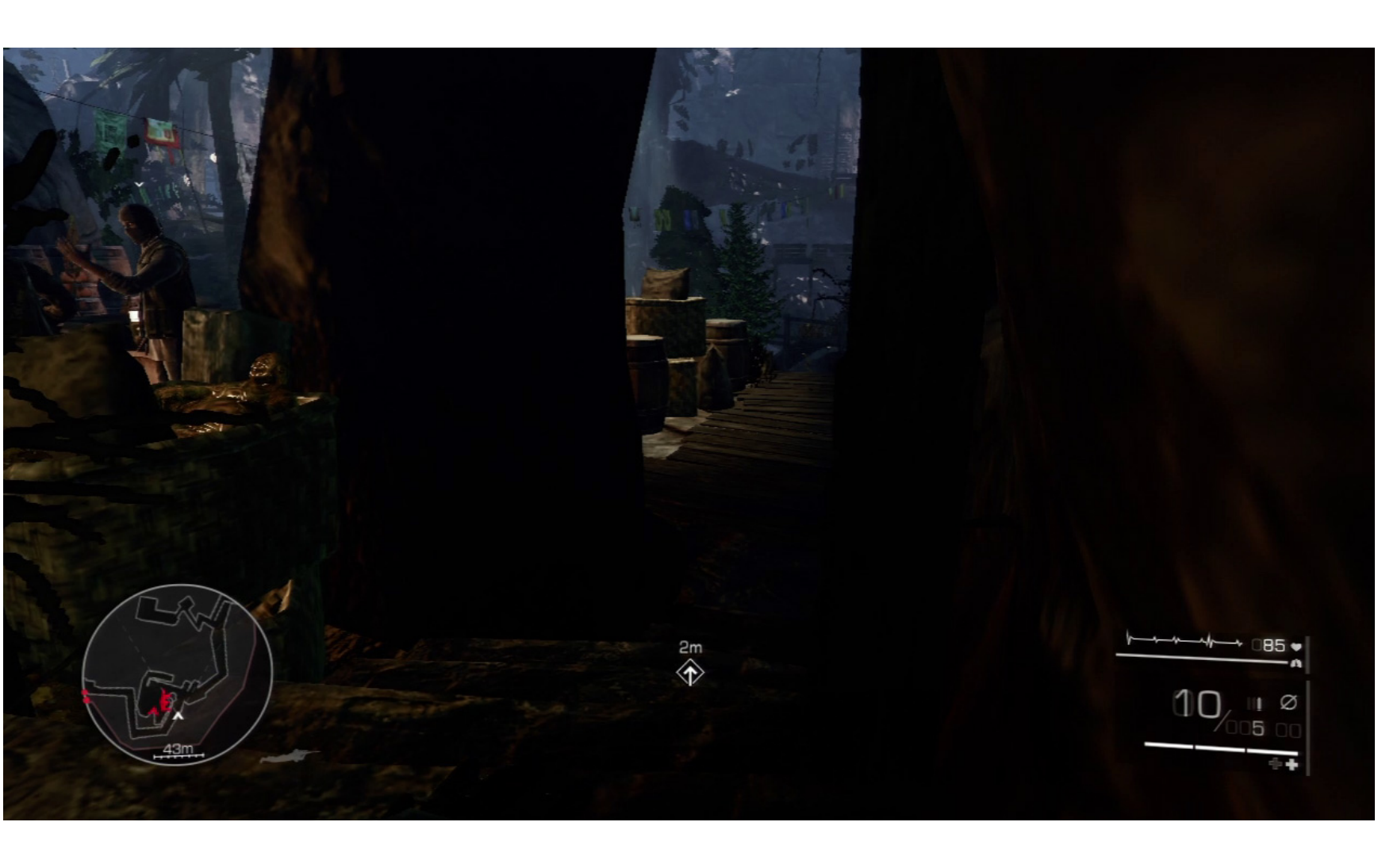
Waypoint 5





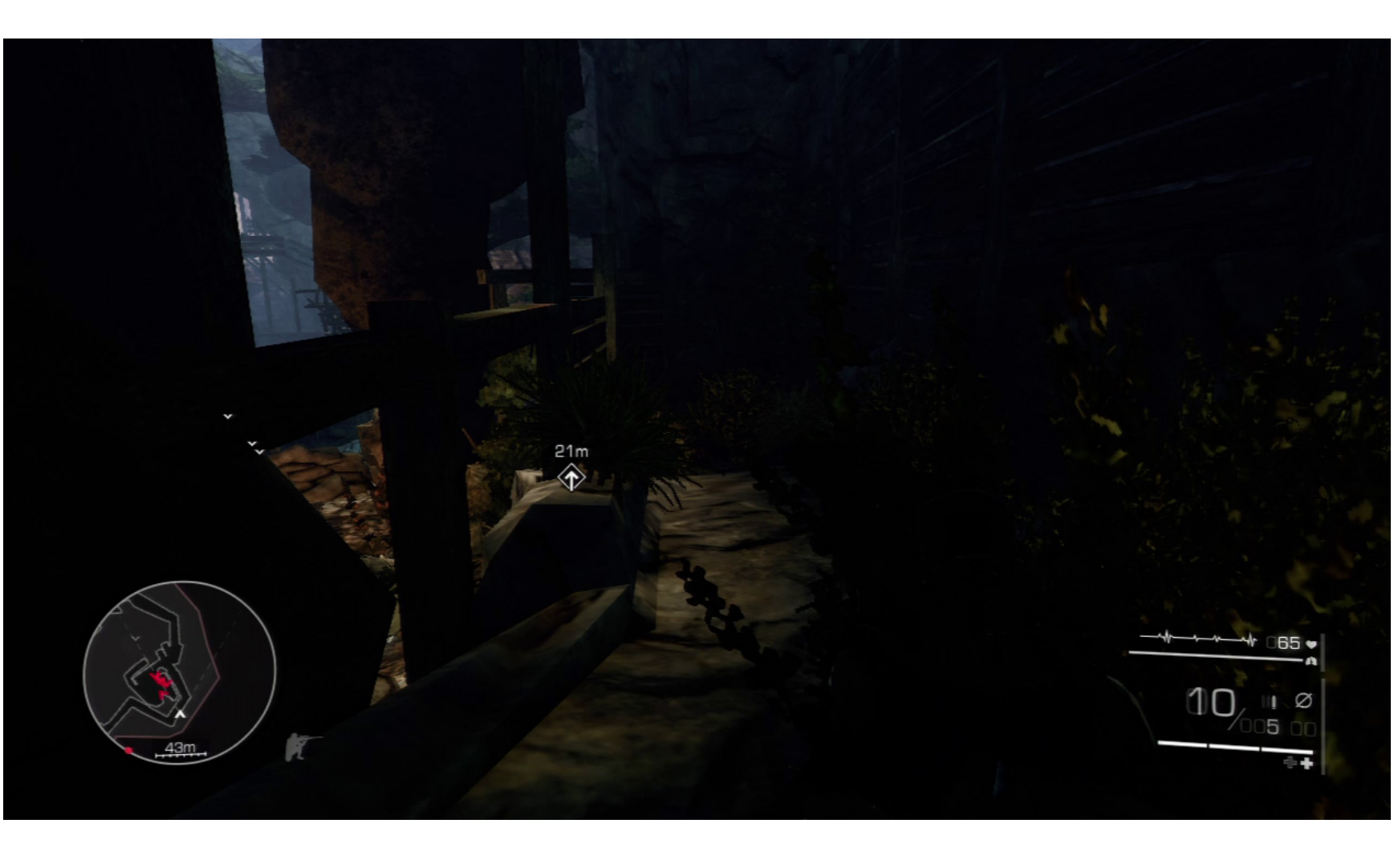
Go down the next set of stairs and stay close to the wall on your right. Several enemies talk around a campfire, and it's not wise to engage them.

Use the cover on the right wall to slip quietly around the campfire.



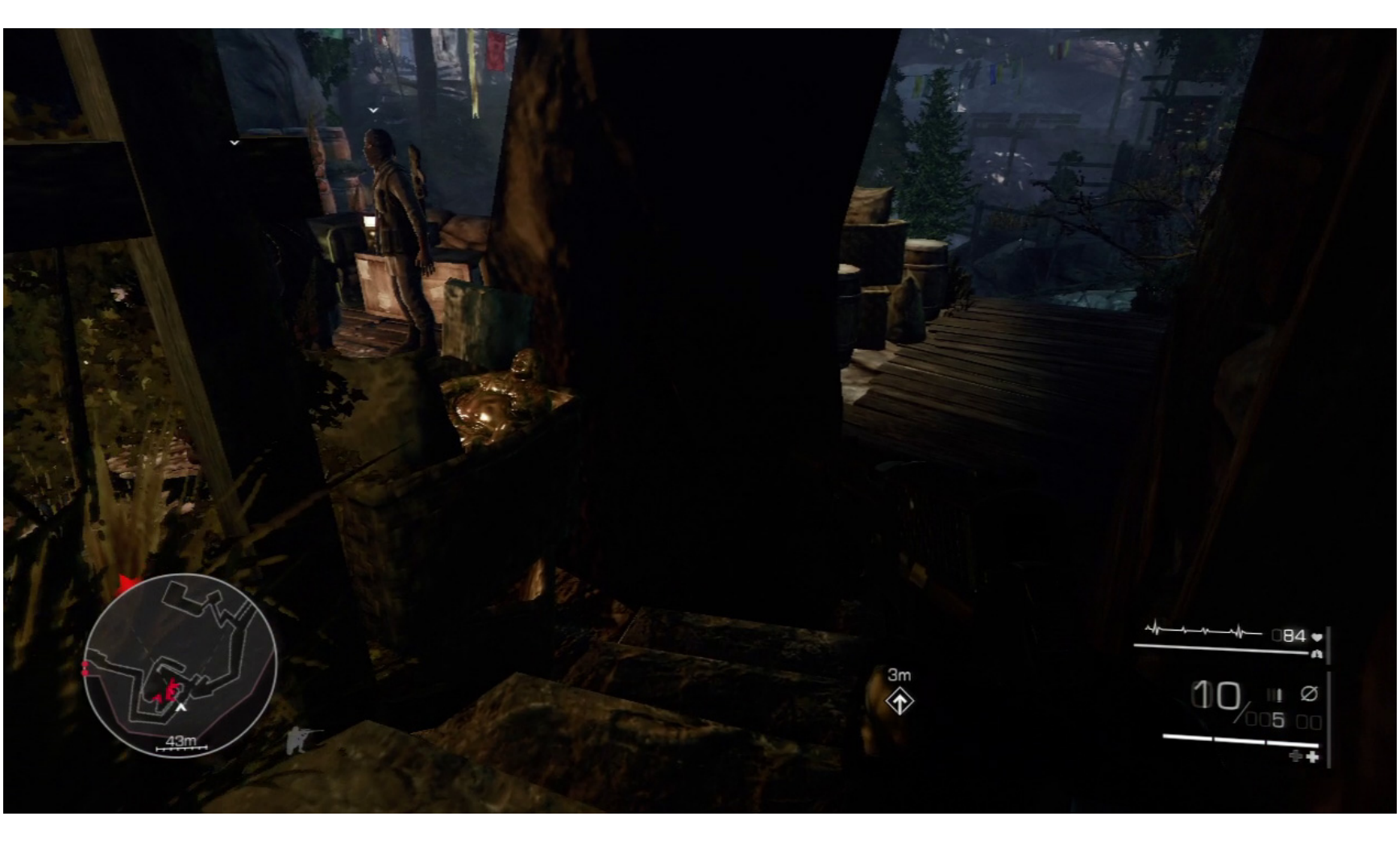
When you reach the far end of the campfire, you'll get very close to the enemies. Drop prone and stick to cover as you crawl past them and into the shadows of the large tree near the dock.

Act 3: Secret 5

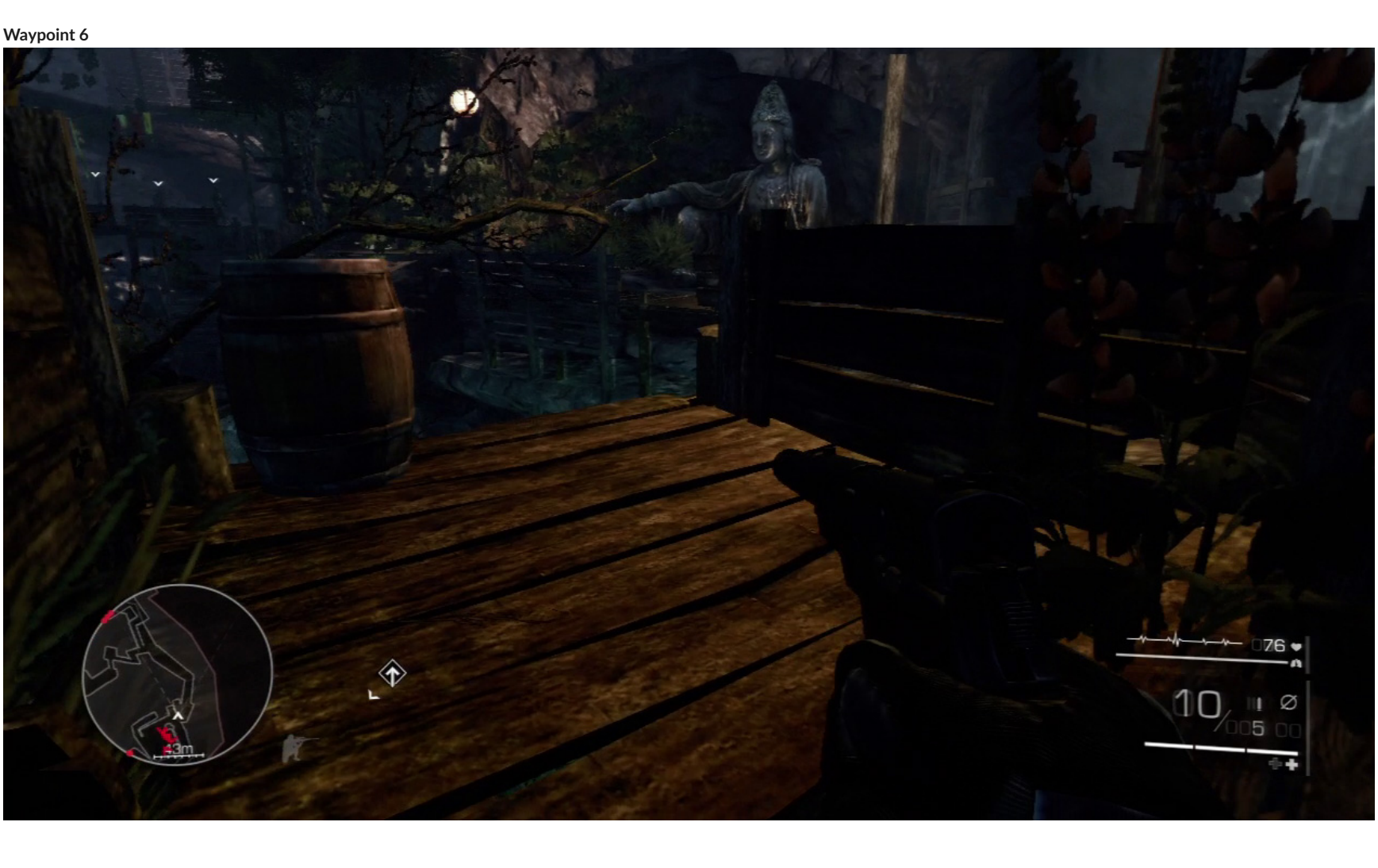


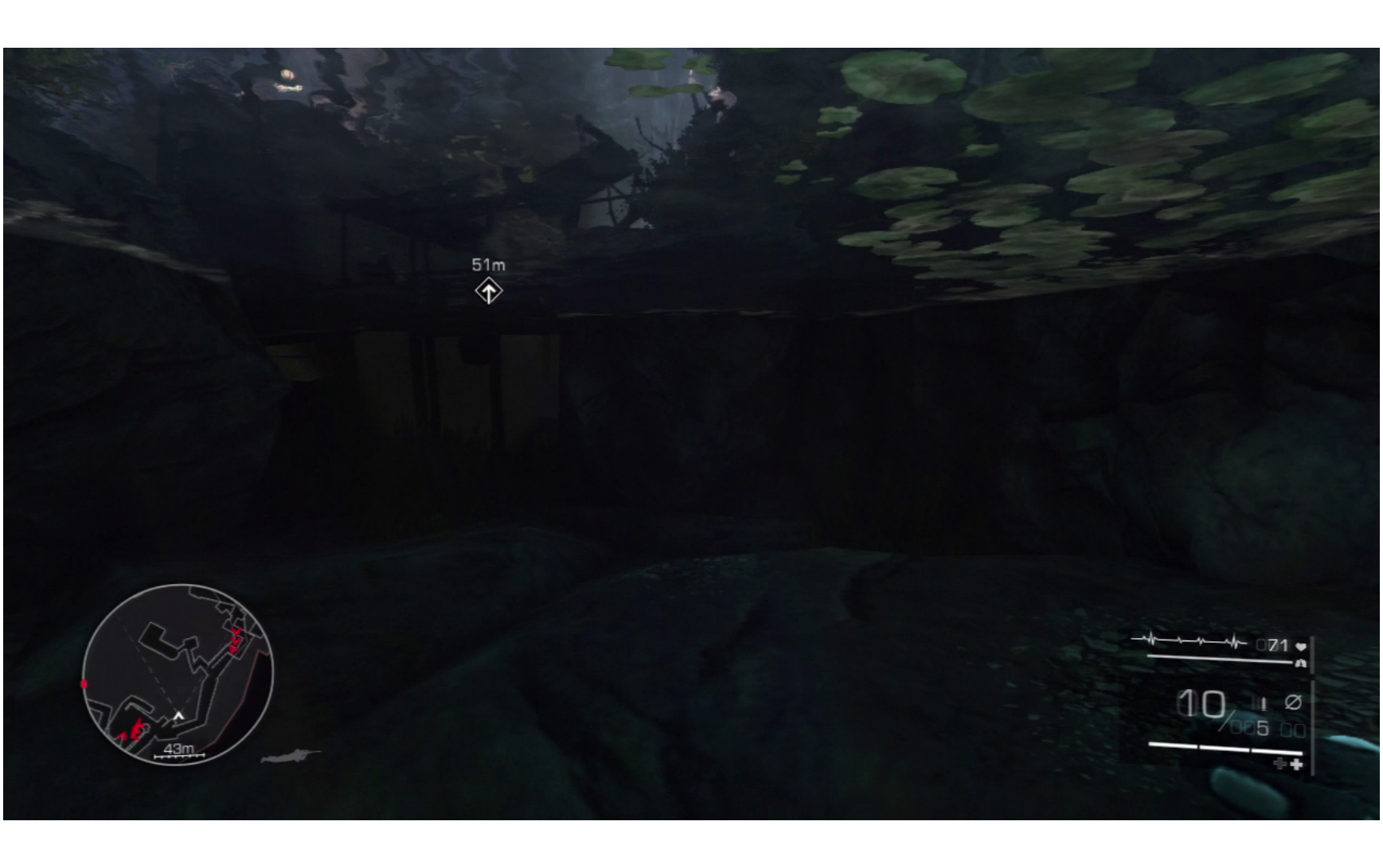
The first secret in the cave system will take a bit of thievery to obtain. It rests in a basket next to campfire enemies, but they can see you if you approach it directly. Drop prone and crawl up to the large tree next to the basket.

With the tree's cover, you should be able to reach up and nab the monk statue without alerting the enemies around the campfire.

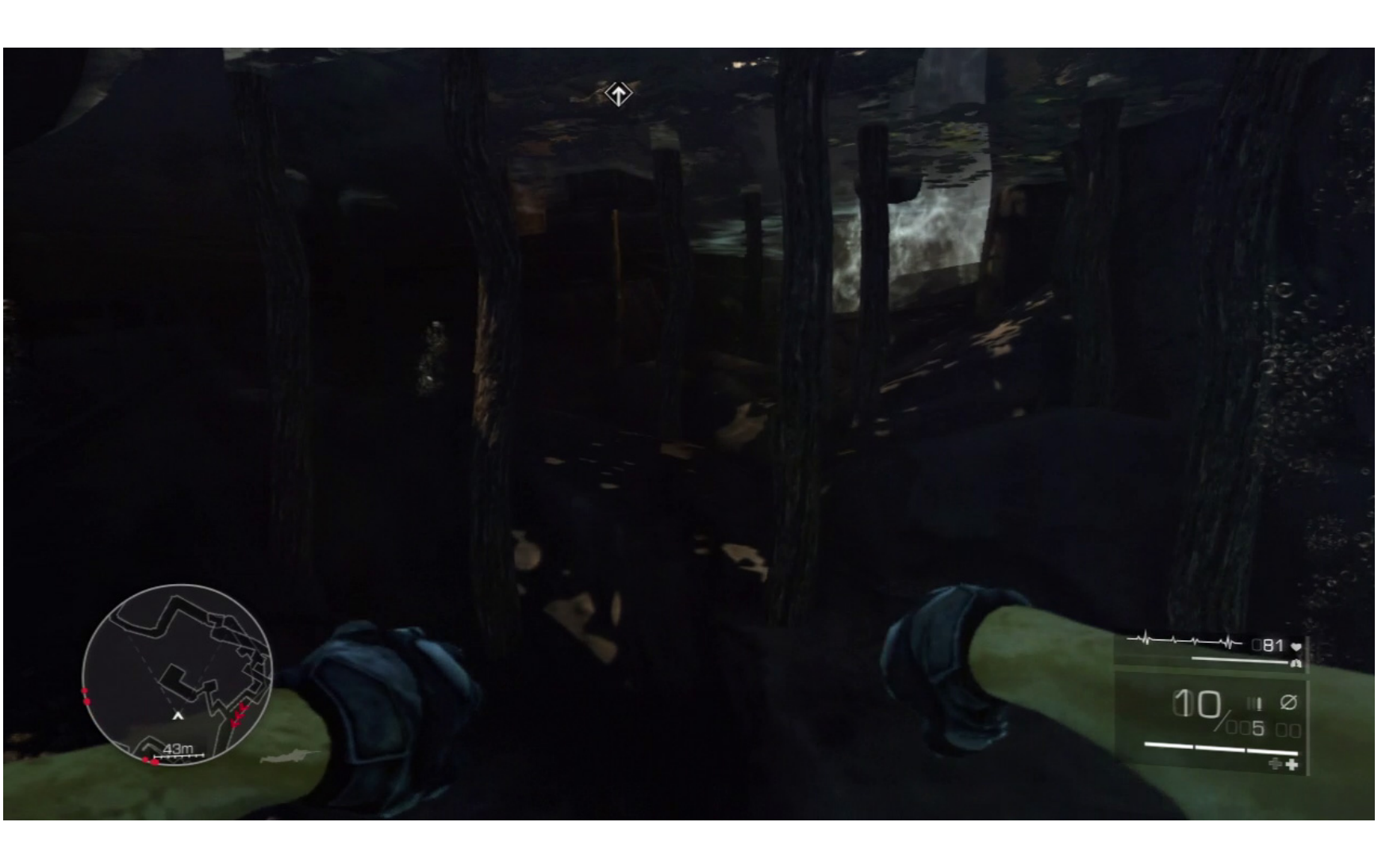


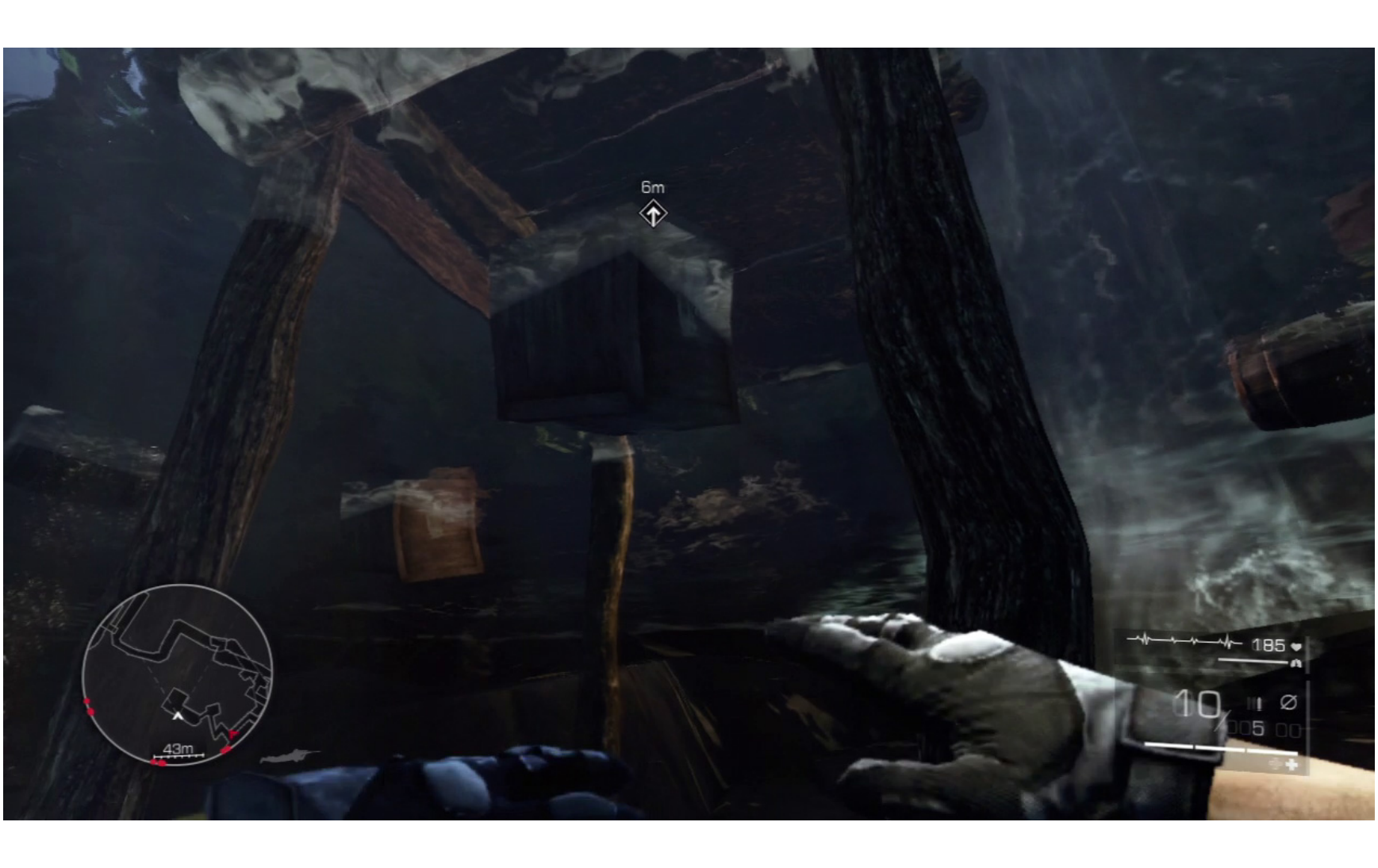
Waypoint 6





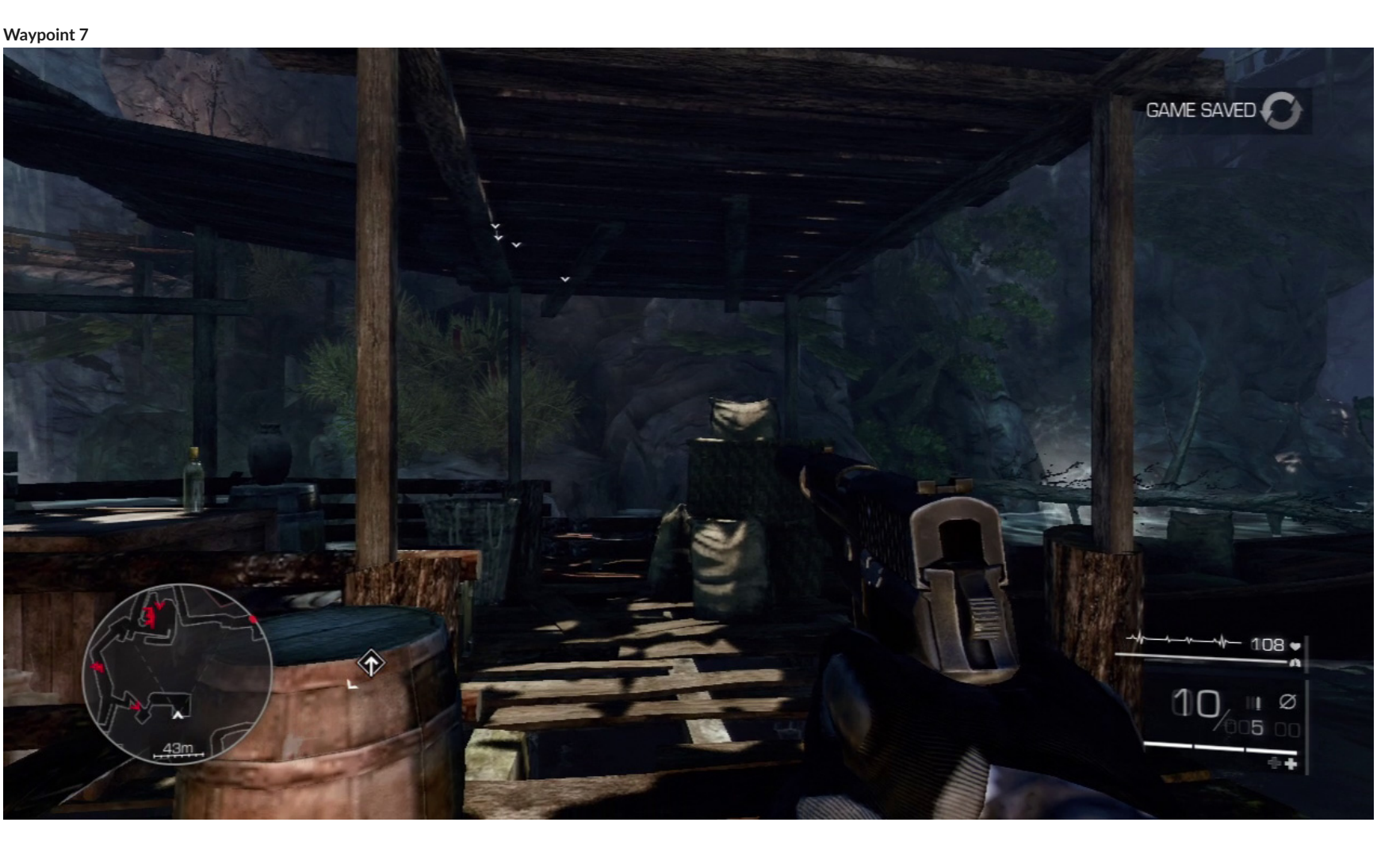
After the tree, the path splits left and right. When you hear Diaz tell you to avoid the next patrol by jumping in the water, dash to the right and dive off the dock into the water below.

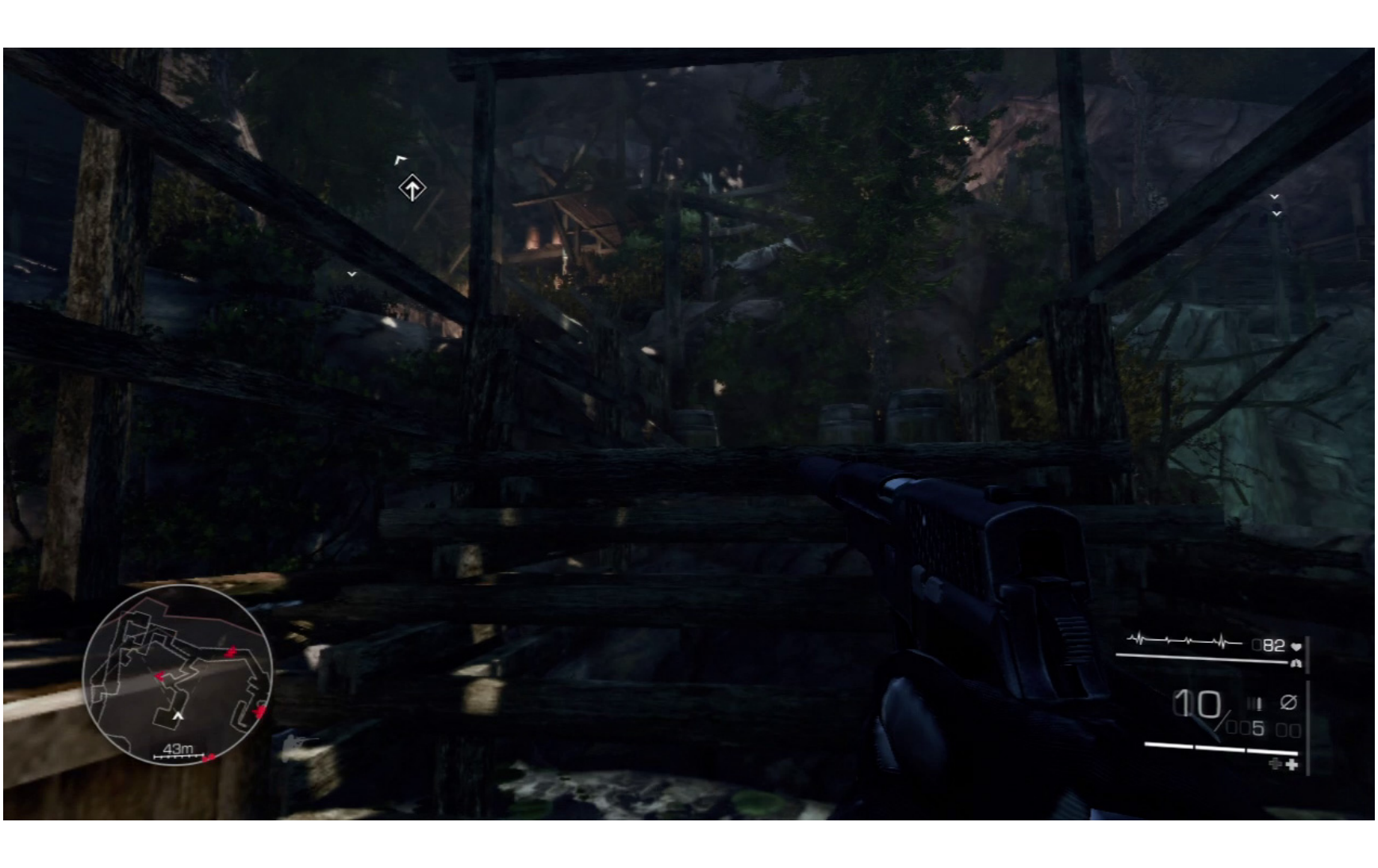




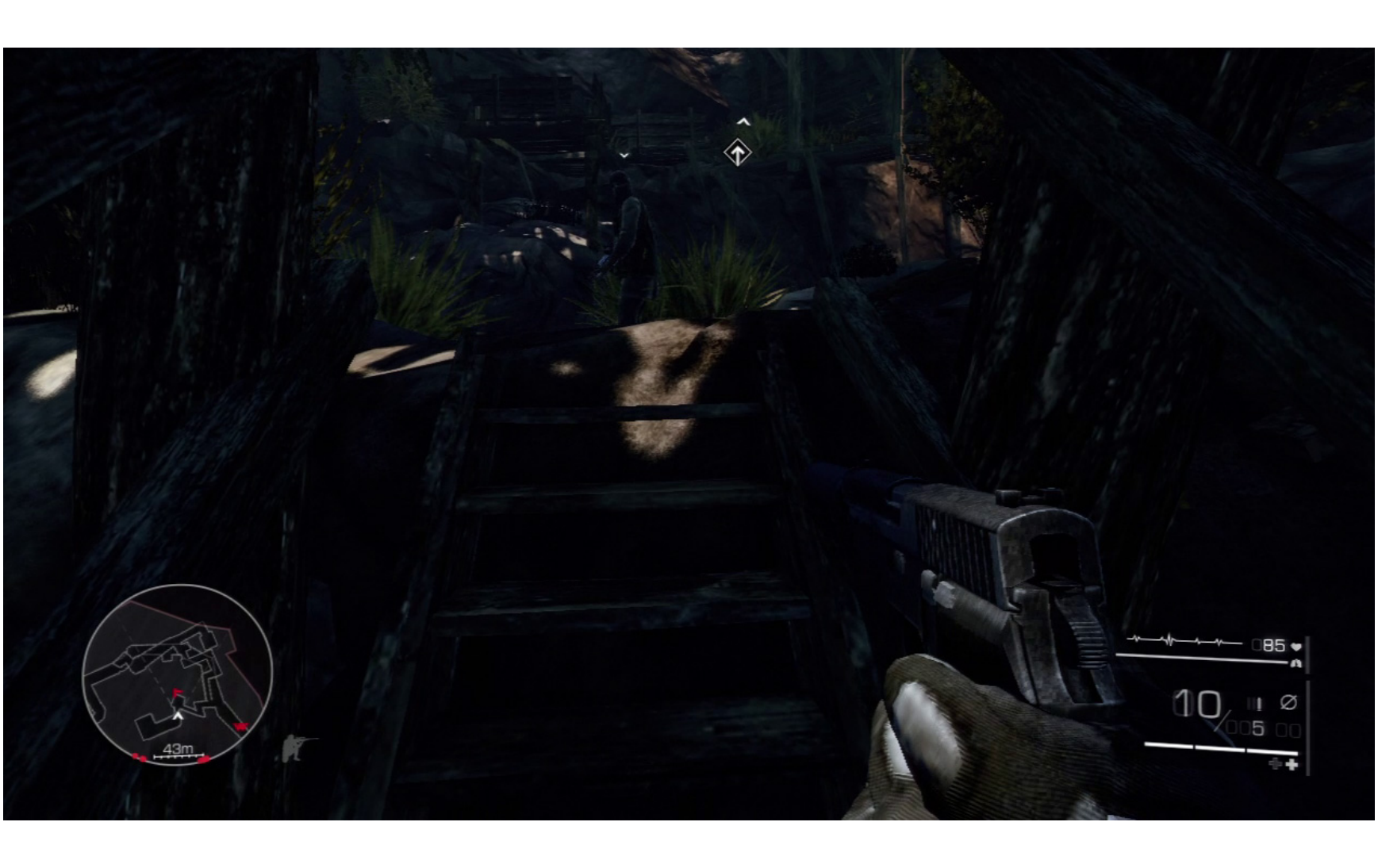
Swim underwater and stay out of sight from the patrol above you. Come up for air when you reach the far dock, away from prying enemy eyes.

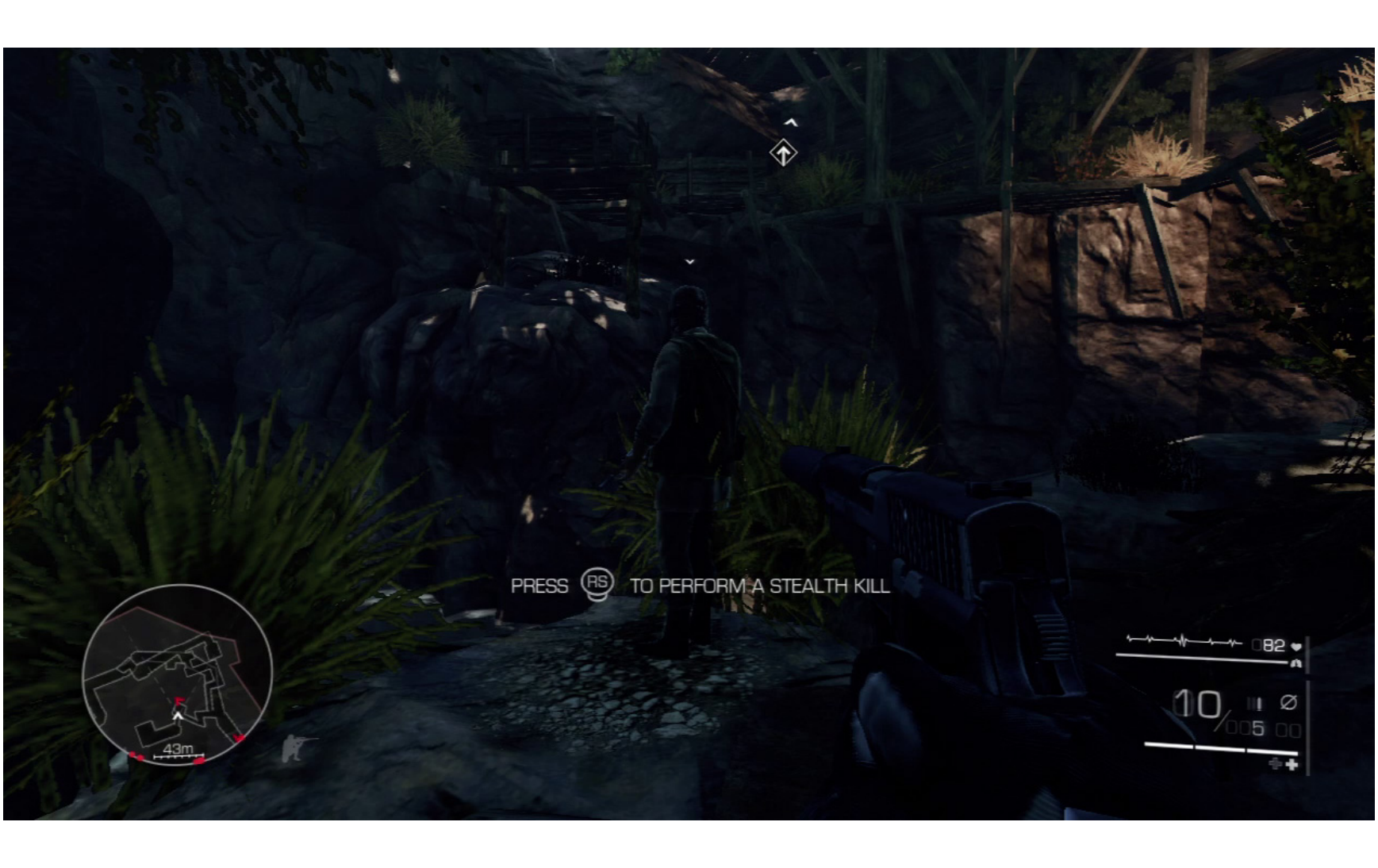
Waypoint 7





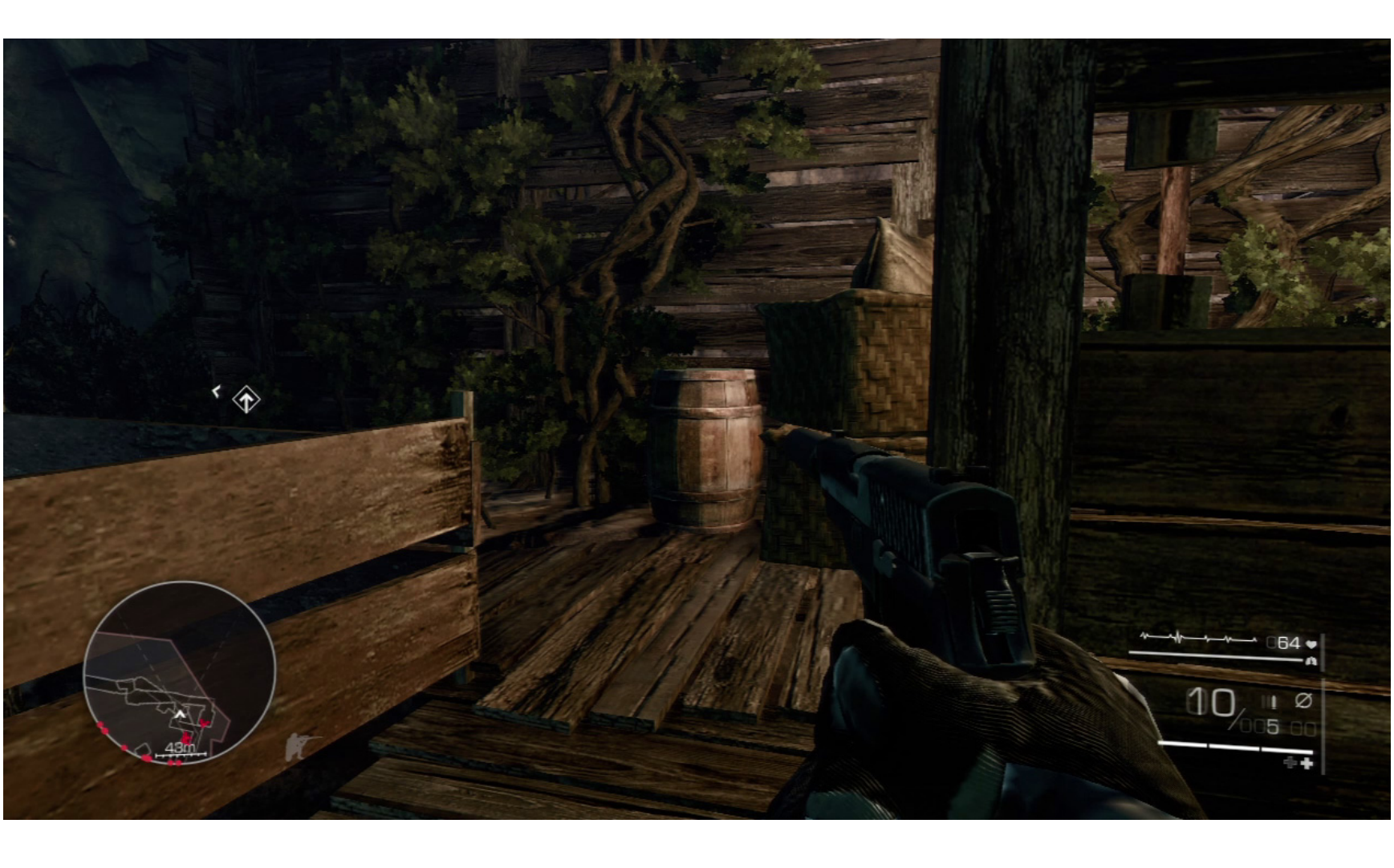
Head up the stairs at the dock. However, be careful as you reach the summit. A lone guard stands sentry, and he looks over his shoulder often and directly at the stairs.





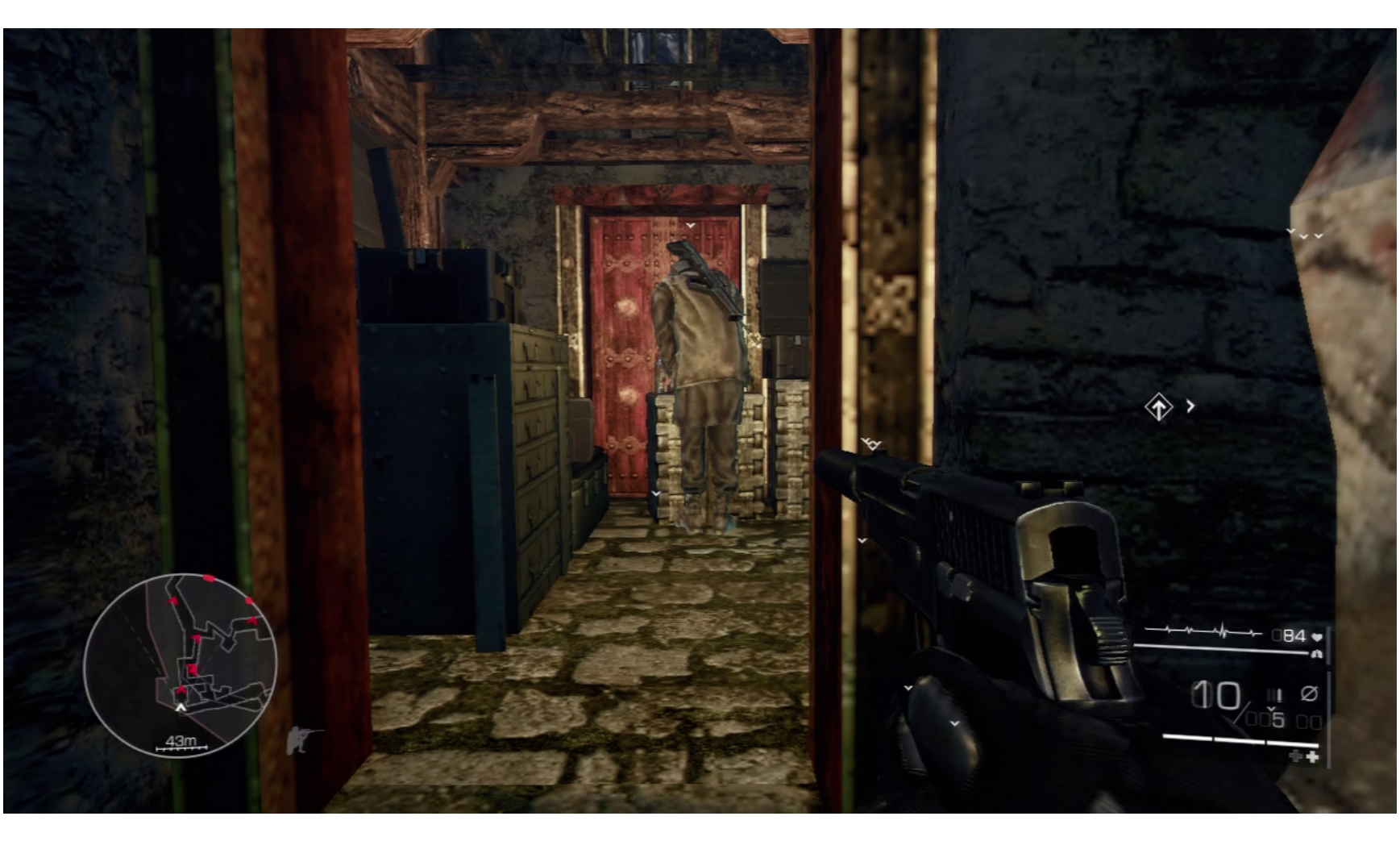
Time your stealth kill for when he looks away from the stairs, and be very quick about it.

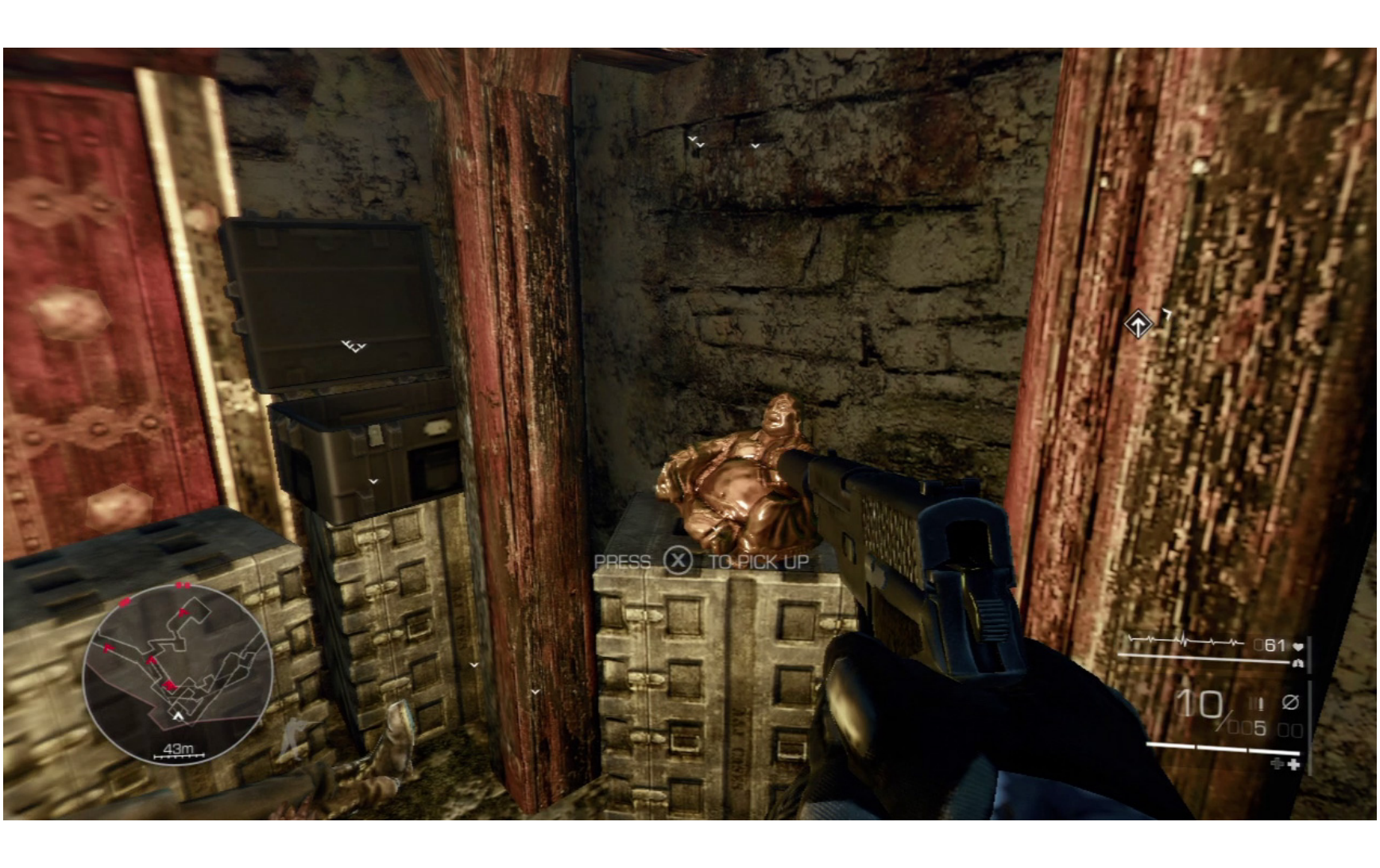
Act 3: Secret 6

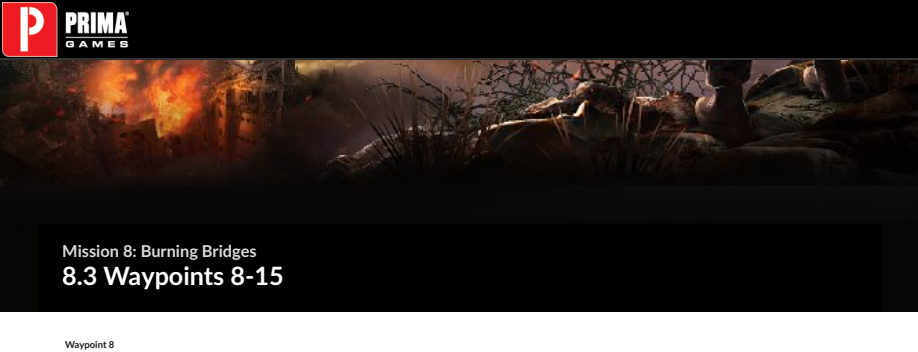


The second secret in mission 8 is protected by an enemy. When Diaz suggests you take the upper path, you'll spot a lone guard walking out on patrol and then walking back into a side tunnel.

If you want the secret, instead of bypassing the enemy, tiptoe up behind him in the tunnel and perform a stealth kill. The statue rests on a crate next to the fallen enemy.



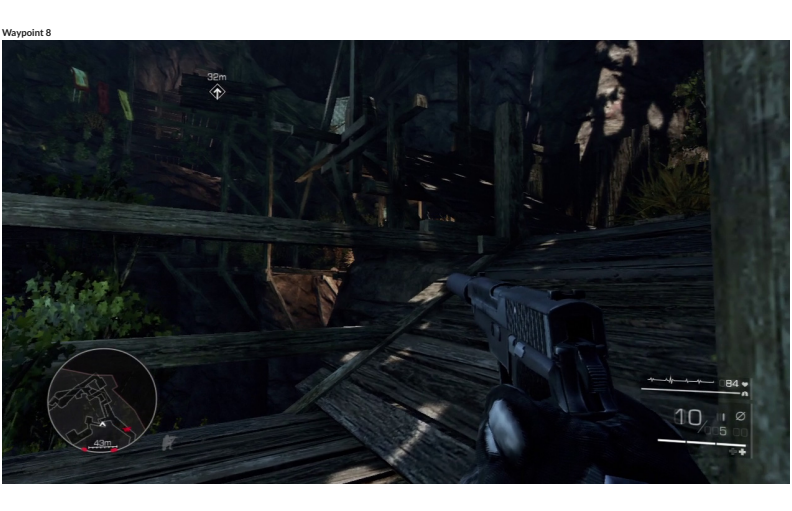


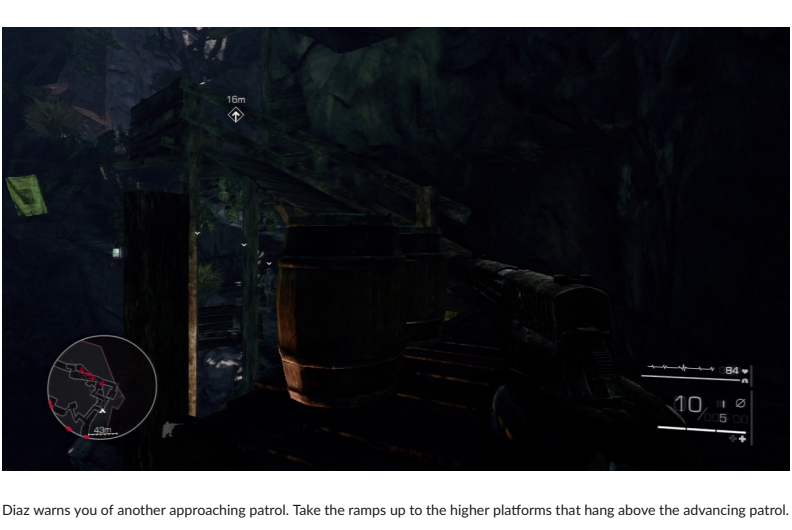


Mission 8: Burning Bridges

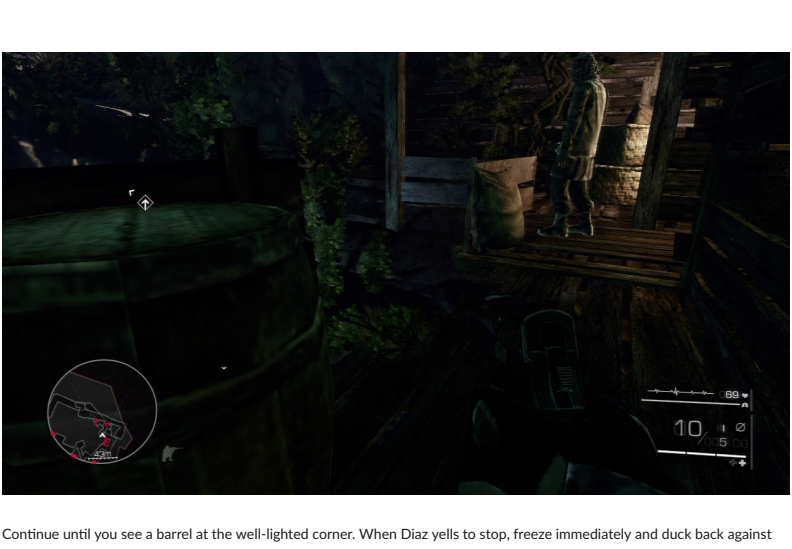
8.3 Waypoints 8-15

Waypoint 8



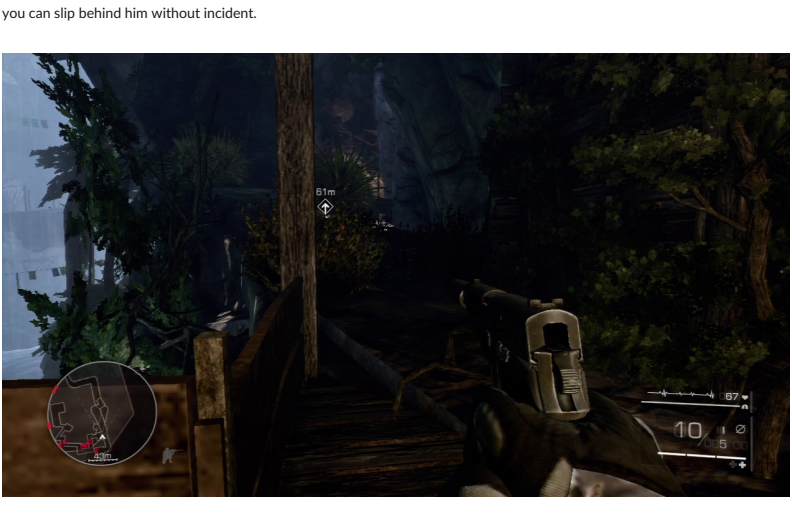


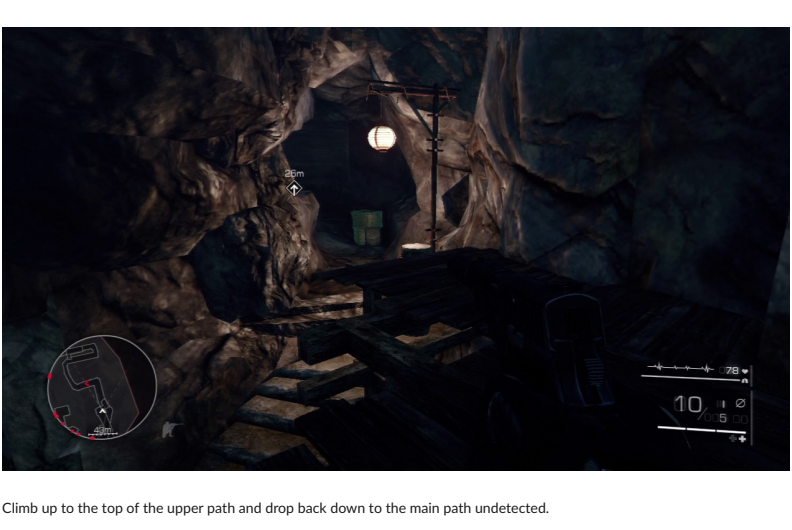
Diaz warns you of another approaching patrol. Take the ramps up to the higher platforms that hang above the advancing patrol.



Continue until you see a barrel at the well-lighted corner. When Diaz yells to stop, freeze immediately and duck back against the wall.

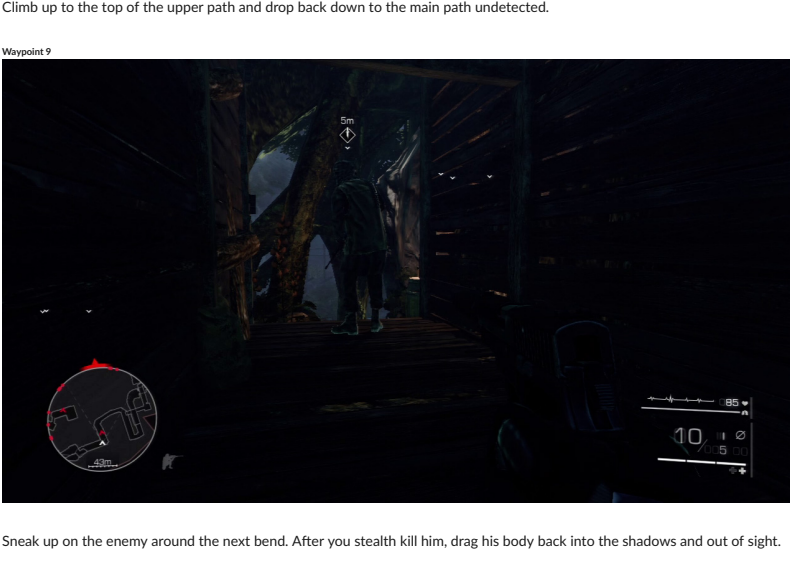
A guard walk out on the path around the corner. If you stay out in the open, he will spot you. Wait for him to retreat and then you can slip behind him without incident.





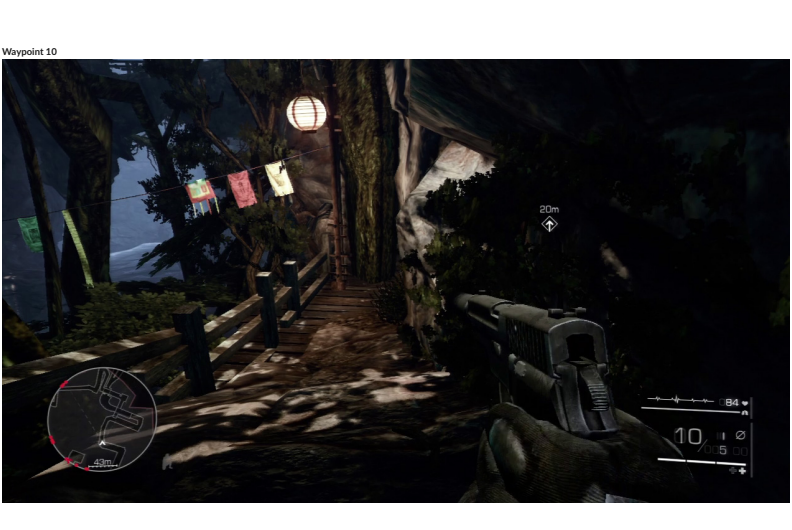
Climb up to the top of the upper path and drop back down to the main path undetected.

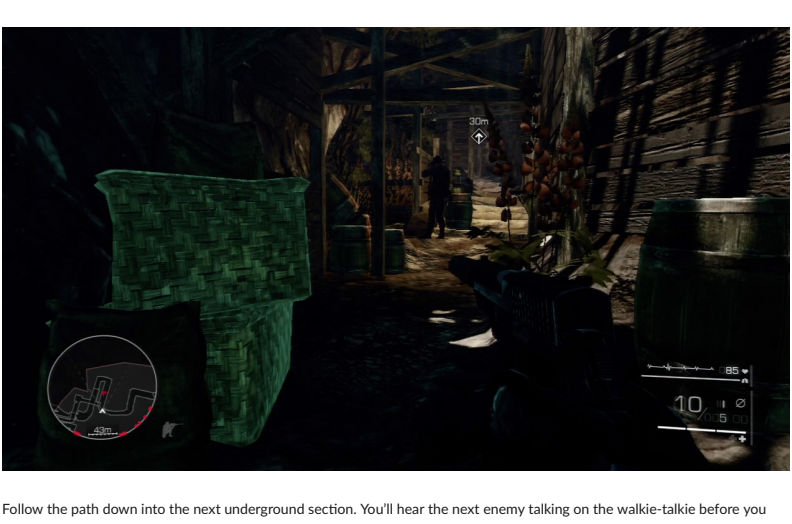
Waypoint 9



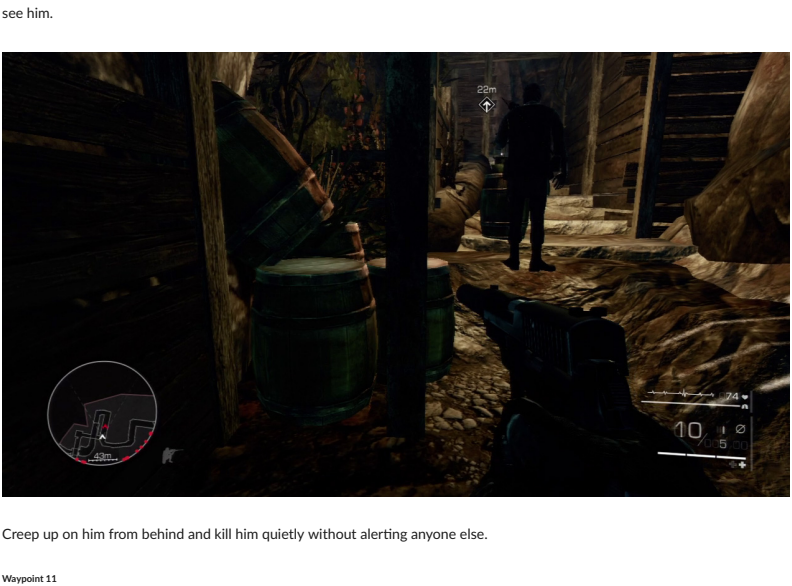
Sneak up on the enemy around the next bend. After you stealth kill him, drag his body back into the shadows and out of sight.

Waypoint 10



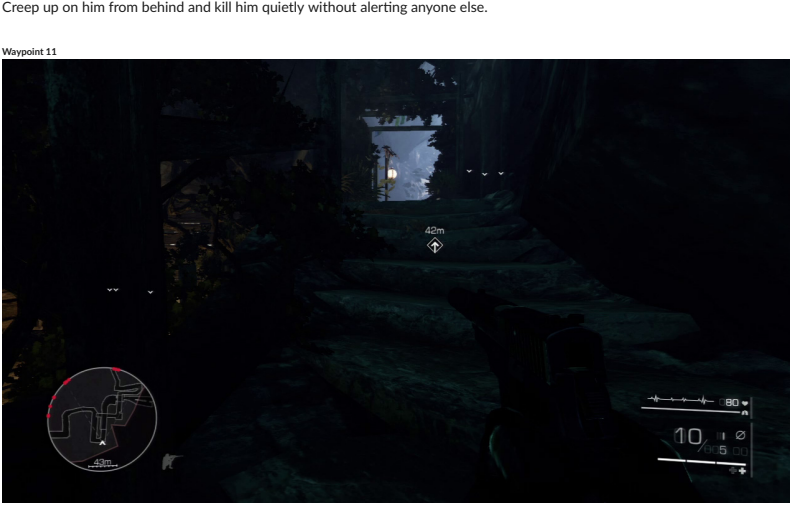


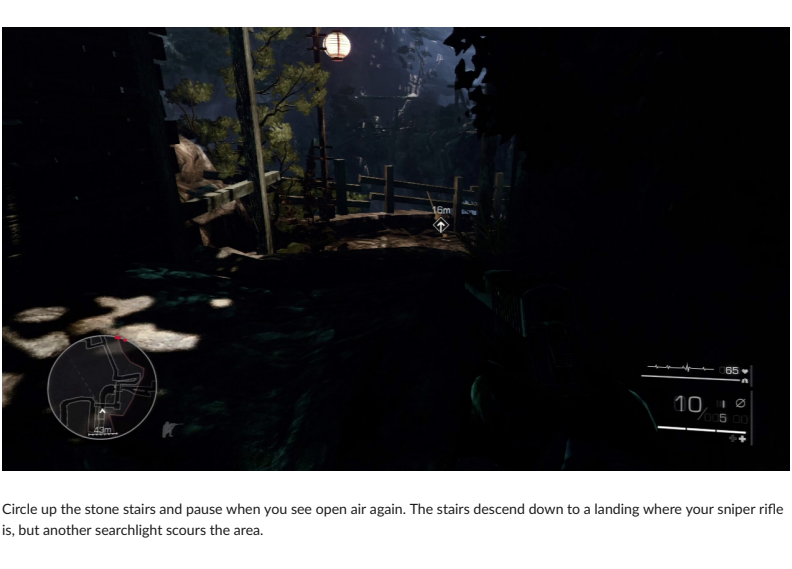
Follow the path down into the next underground section. You'll hear the next enemy talking on the walkie-talkie before you see him.



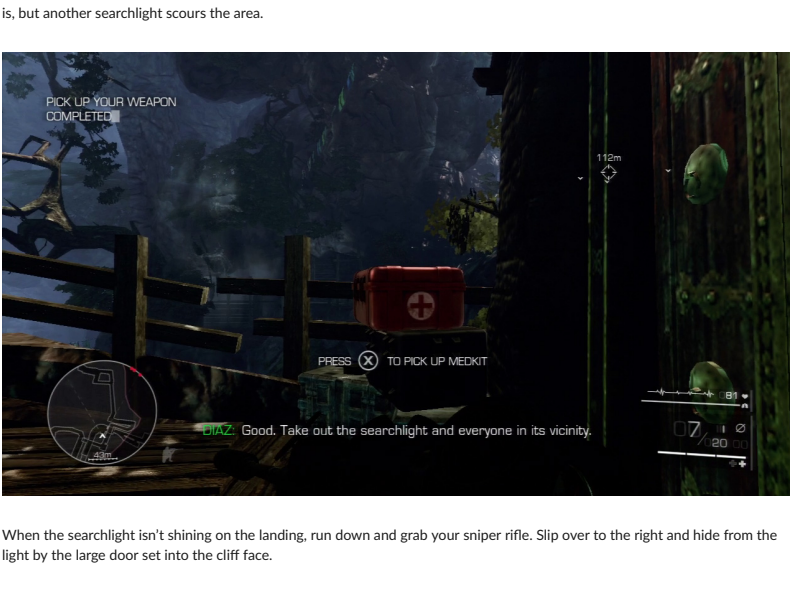
Creep up on him from behind and kill him quietly without alerting anyone else.

Waypoint 11





Circle up the stone stairs and pause when you see open air again. The stairs descend down to a landing where your sniper rifle is, but another searchlight scours the area.



PICK UP YOUR WEAPON
COMPLETED

PRESS ⊗ TO PICK UP MEDKIT

DIAZ: Good. Take out the searchlight and everyone in its vicinity.

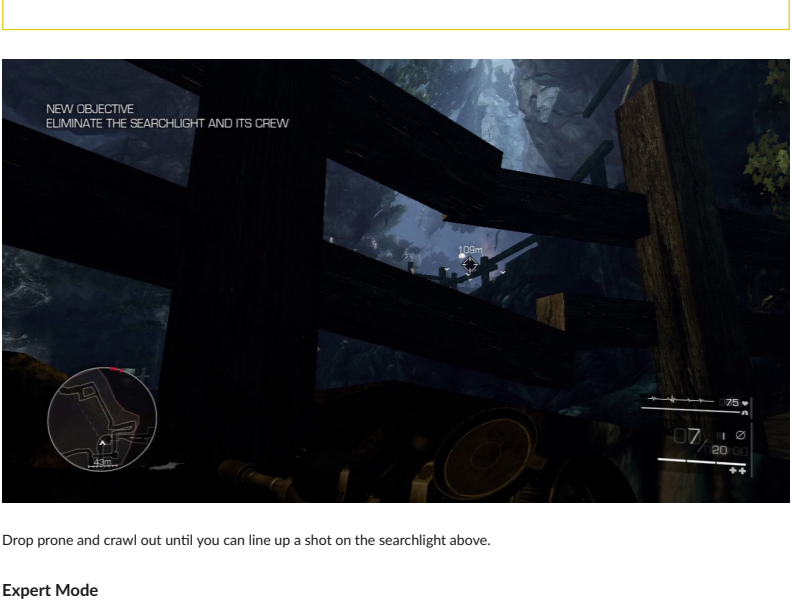
When the searchlight isn't shining on the landing, run down and grab your sniper rifle. Slip over to the right and hide from the light by the large door set into the cliff face.

Achievement Unlock: Karma Chameleon

- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

You are going to retrieve your sniper rifle no matter what if you plan on completing this mission.

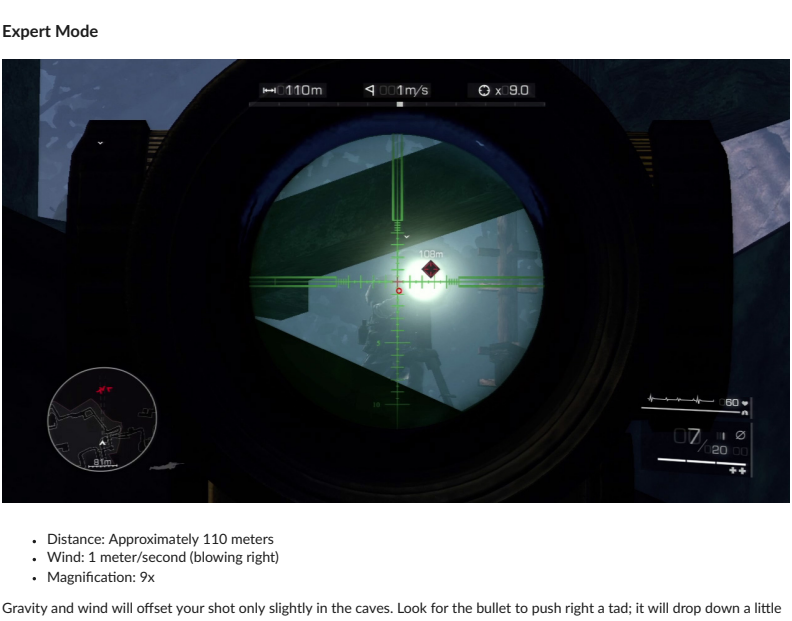
The only question is whether you can do it quietly or not. Rely on stealth and grab it without being detected to earn the "Karma Chameleon" achievement.



NEW OBJECTIVE
ELIMINATE THE SEARCHLIGHT AND ITS CREW

Drop prone and crawl out until you can line up a shot on the searchlight above.

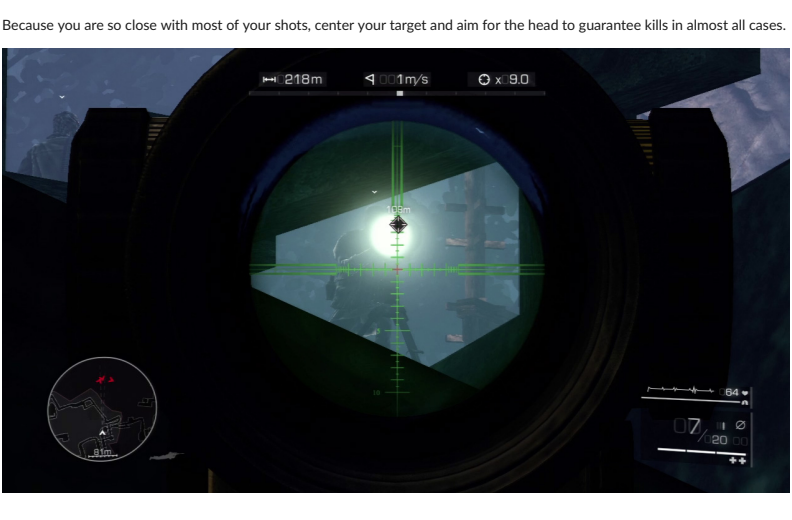
Expert Mode

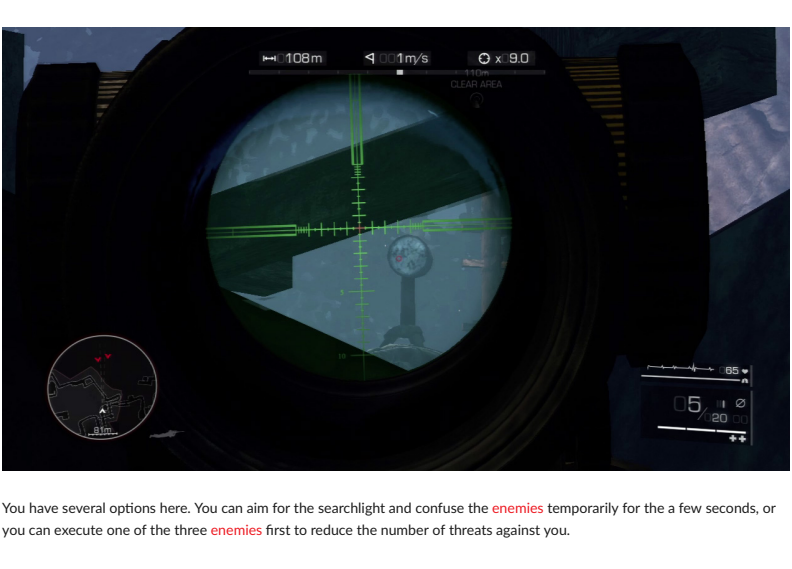


- Distance: Approximately 110 meters
- Wind: 1 meter/second (blowing right)
- Magnification: 9x

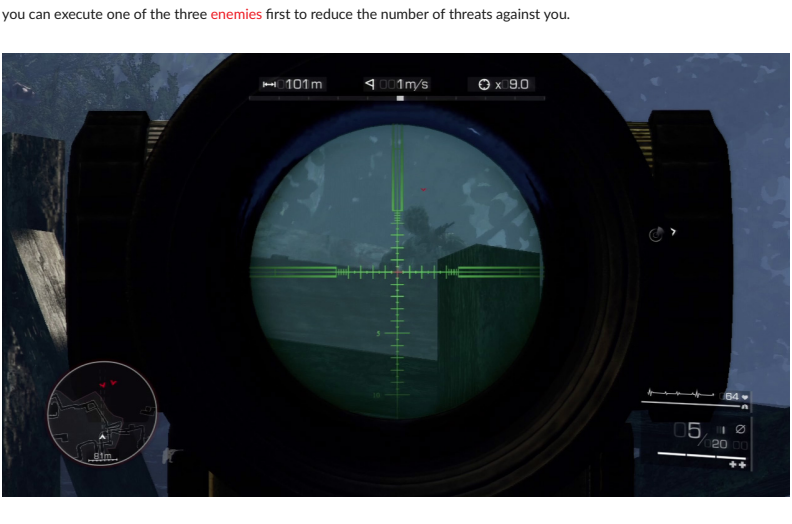
Gravity and wind will offset your shot only slightly in the caves. Look for the bullet to push right a tad; it will drop down a little farther, falling to just above the first reticle.

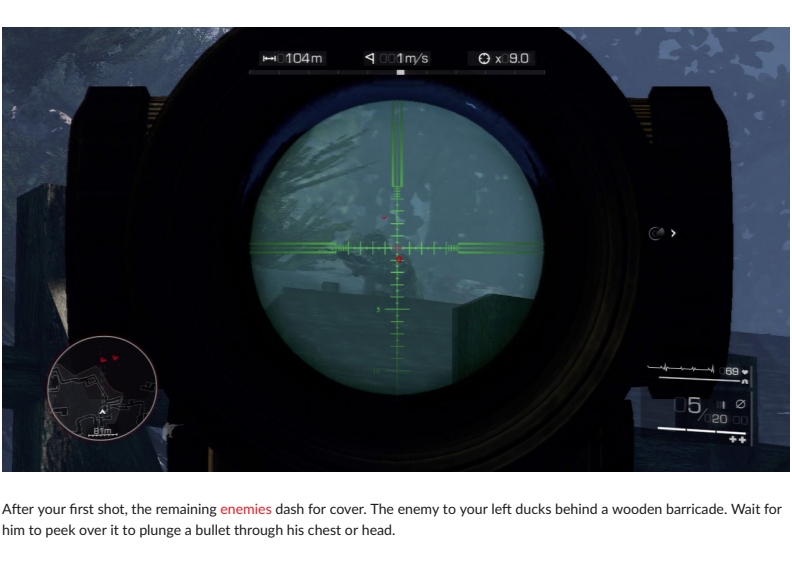
Because you are so close with most of your shots, center your target and aim for the head to guarantee kills in almost all cases.



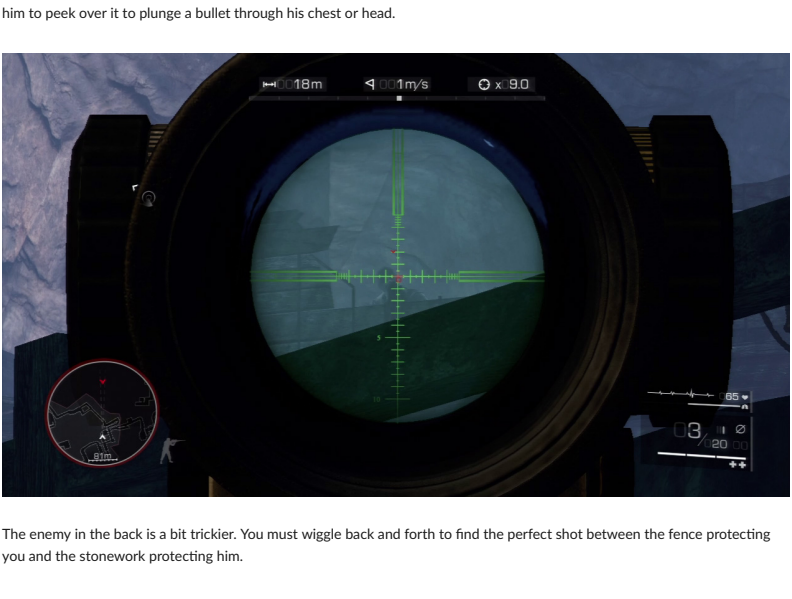


You have several options here. You can aim for the searchlight and confuse the enemies temporarily for the a few seconds, or you can execute one of the three enemies first to reduce the number of threats against you.





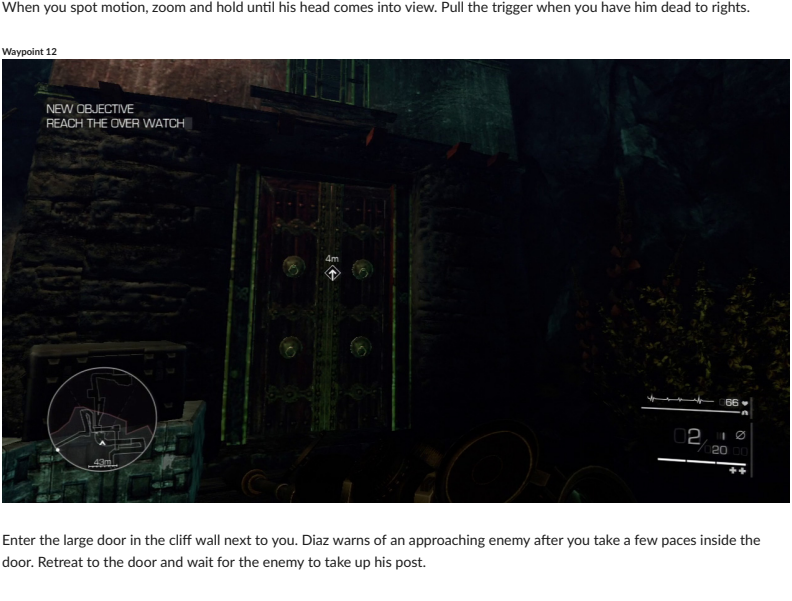
After your first shot, the remaining enemies dash for cover. The enemy to your left ducks behind a wooden barricade. Wait for him to peek over it to plunge a bullet through his chest or head.



The enemy in the back is a bit trickier. You must wiggle back and forth to find the perfect shot between the fence protecting you and the stonework protecting him.

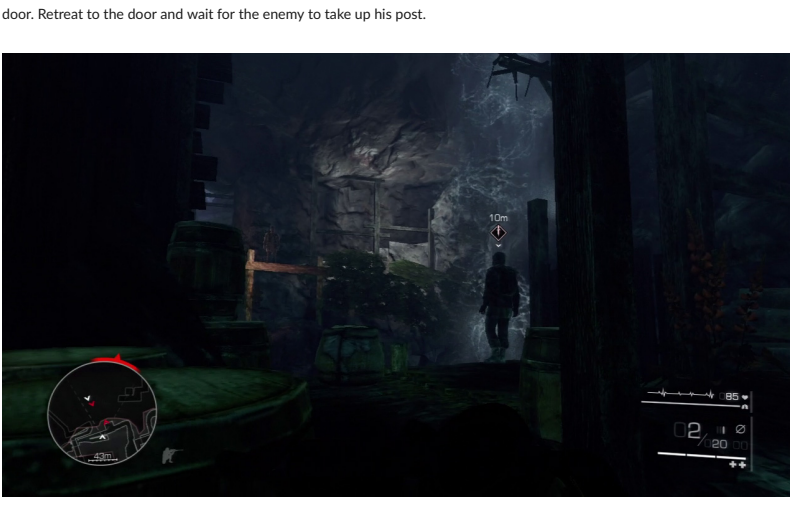
When you spot motion, zoom and hold until his head comes into view. Pull the trigger when you have him dead to rights.

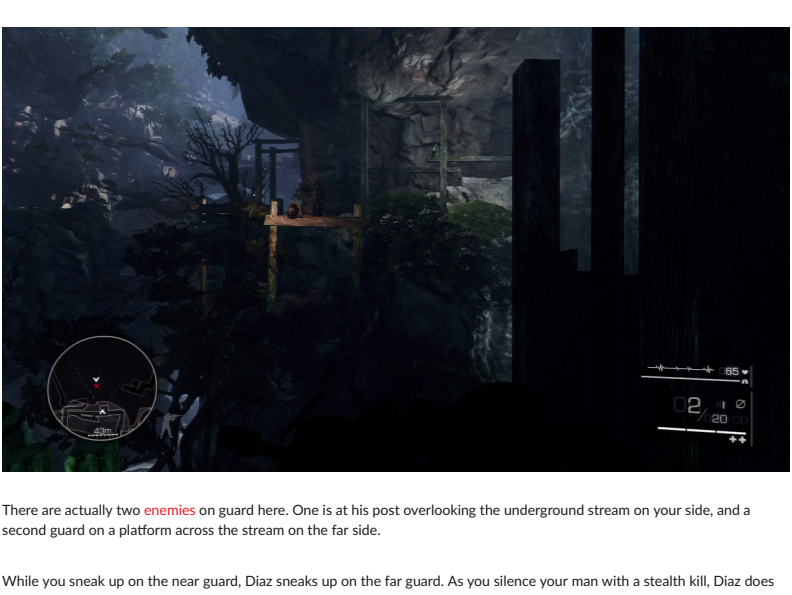
Waypoint 12



NEW OBJECTIVE
REACH THE OVER WATCH

Enter the large door in the cliff wall next to you. Diaz warns of an approaching enemy after you take a few paces inside the door. Retreat to the door and wait for the enemy to take up his post.

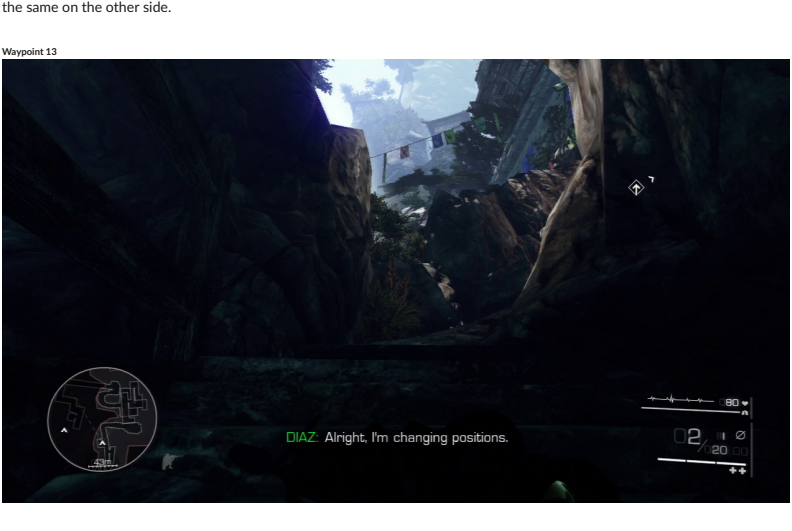




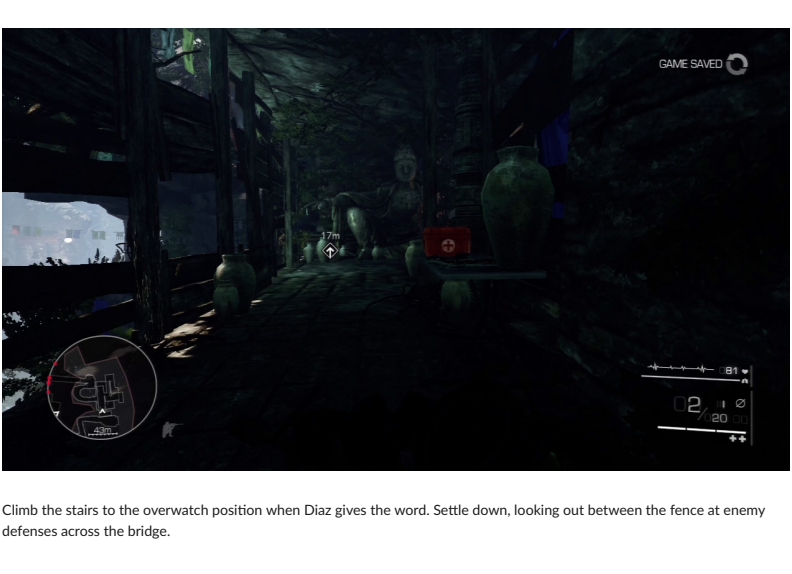
There are actually two enemies on guard here. One is at his post overlooking the underground stream on your side, and a second guard on a platform across the stream on the far side.

While you sneak up on the near guard, Diaz sneaks up on the far guard. As you silence your man with a stealth kill, Diaz does the same on the other side.

Waypoint 13

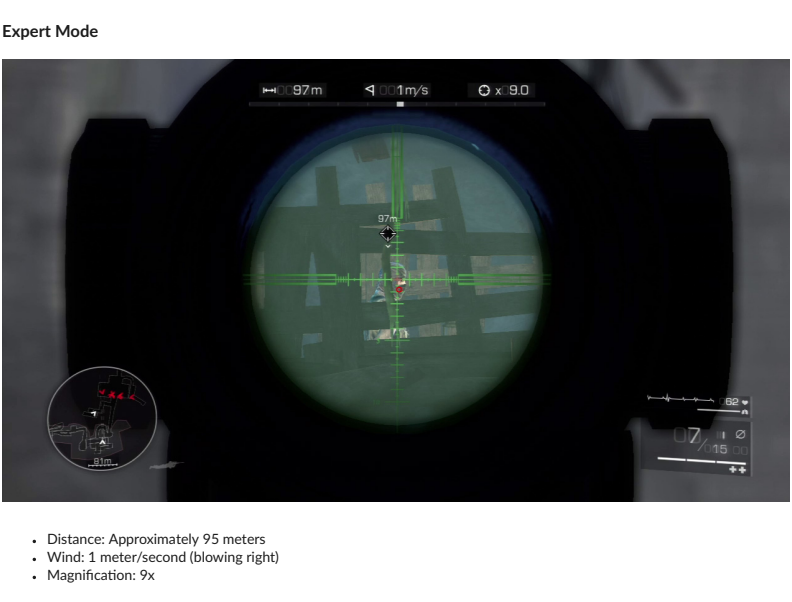


DIAZ: Alright, I'm changing positions.



Climb the stairs to the overwatch position when Diaz gives the word. Settle down, looking out between the fence at enemy defenses across the bridge.

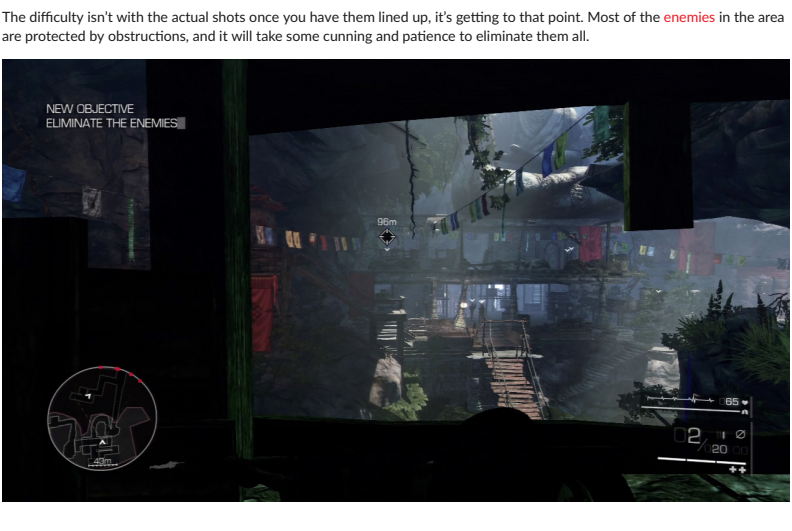
Expert Mode



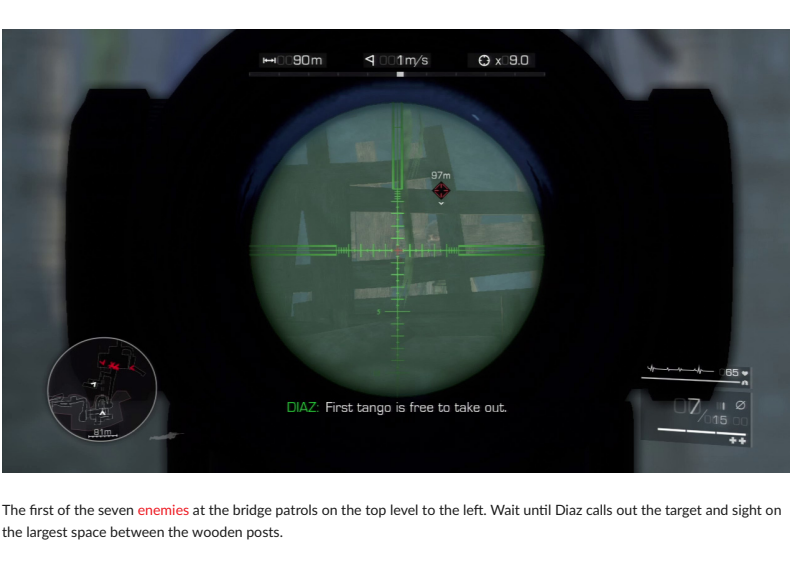
- Distance: Approximately 95 meters
- Wind: 1 meter/second (blowing right)
- Magnification: 9x

Again, your shots will slide only slightly to the right and down one reticle line due to wind and gravity.

The difficulty isn't with the actual shots once you have them lined up, it's getting to that point. Most of the enemies in the area are protected by obstructions, and it will take some cunning and patience to eliminate them all.



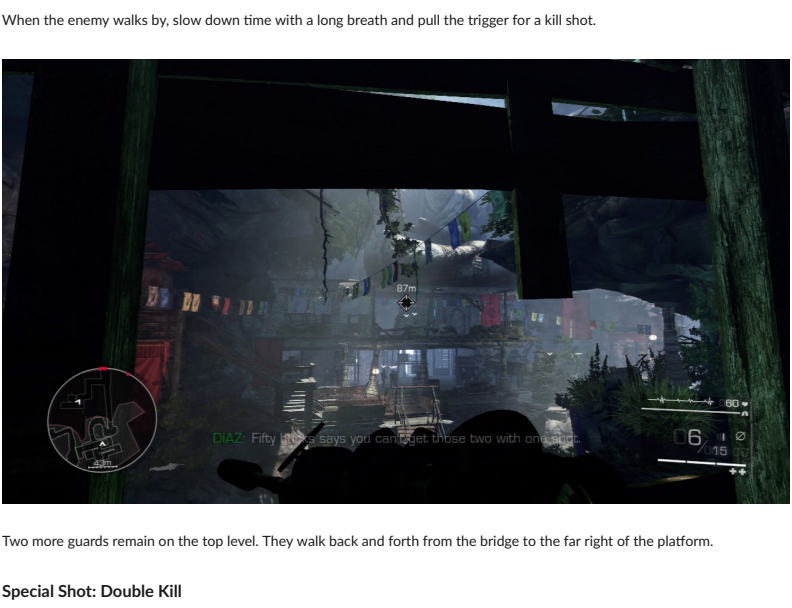
NEW OBJECTIVE
ELIMINATE THE ENEMIES



DIAZ: First tango is free to take out.

The first of the seven enemies at the bridge patrols on the top level to the left. Wait until Diaz calls out the target and sight on the largest space between the wooden posts.

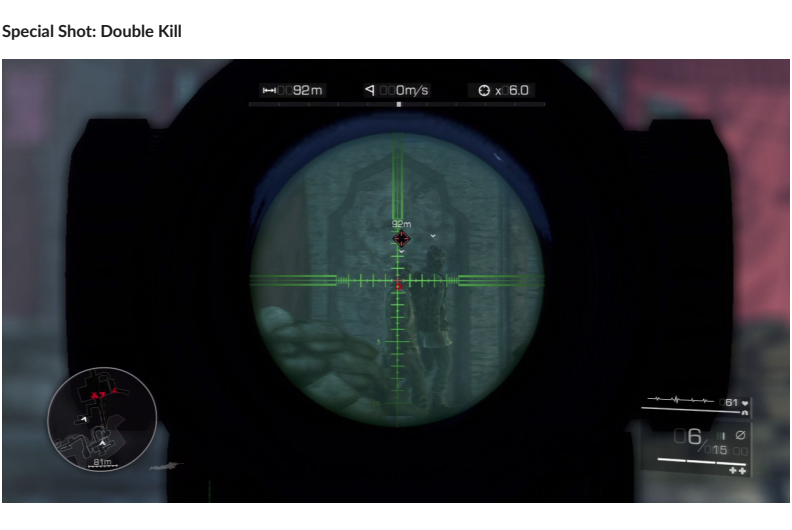
When the enemy walks by, slow down time with a long breath and pull the trigger for a kill shot.

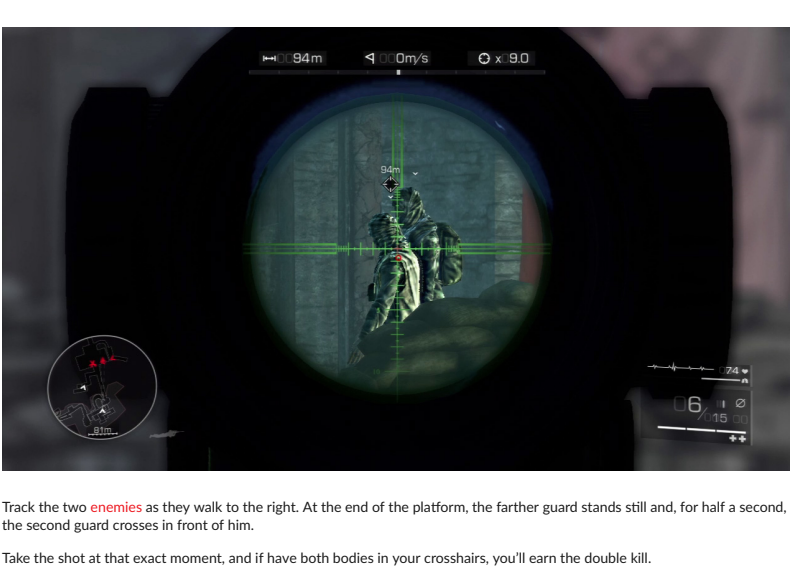


DIAZ: Fifty [illegible] says you can't get those two with one [illegible]

Two more guards remain on the top level. They walk back and forth from the bridge to the far right of the platform.

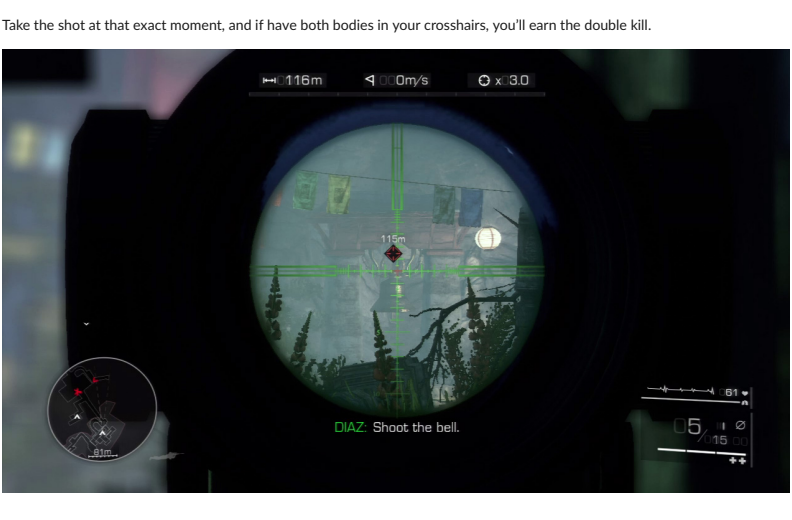
Special Shot: Double Kill



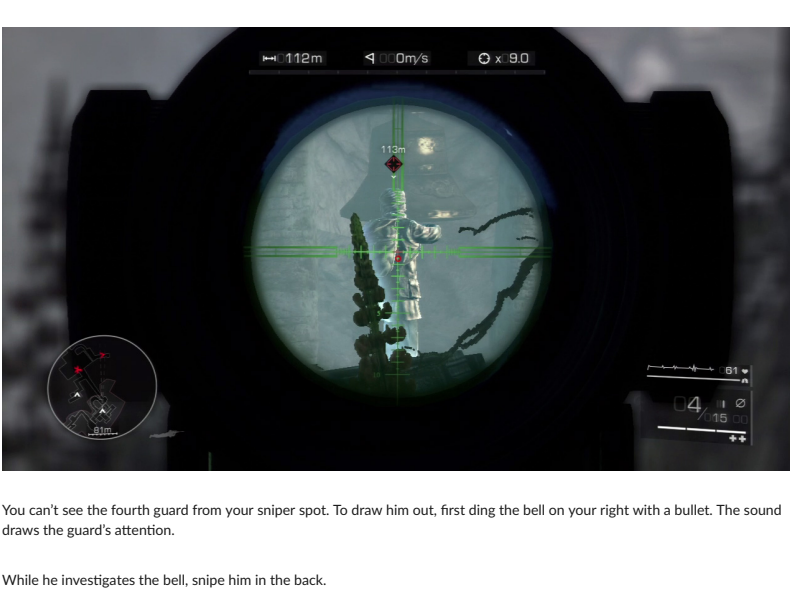


Track the two enemies as they walk to the right. At the end of the platform, the farther guard stands still and, for half a second, the second guard crosses in front of him.

Take the shot at that exact moment, and if have both bodies in your crosshairs, you'll earn the double kill.

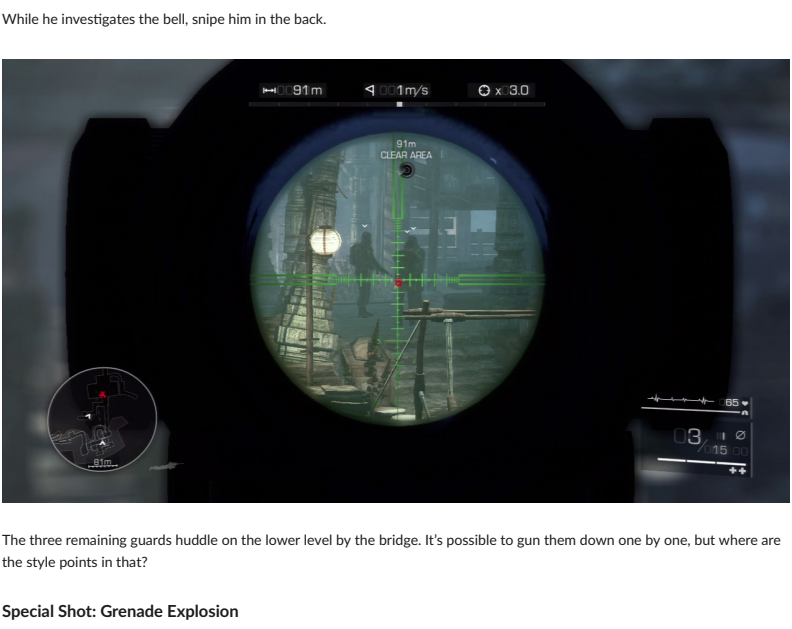


DIAZ: Shoot the bell.



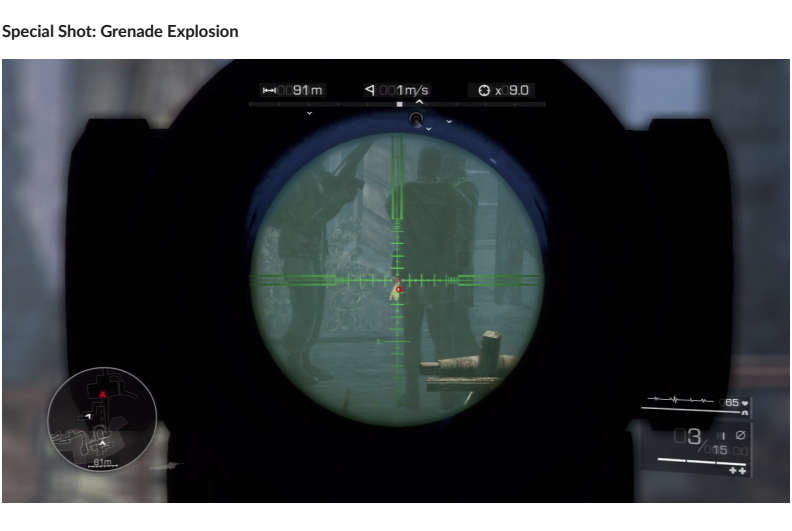
You can't see the fourth guard from your sniper spot. To draw him out, first ding the bell on your right with a bullet. The sound draws the guard's attention.

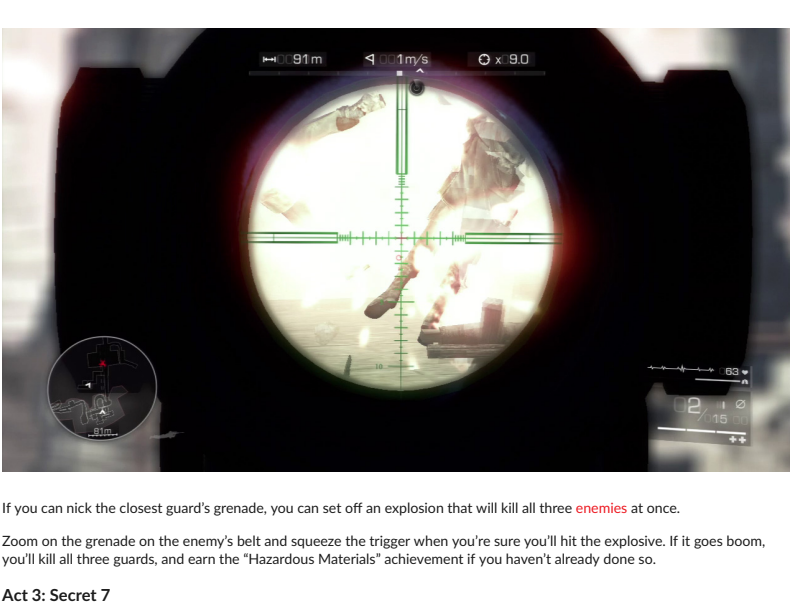
While he investigates the bell, snipe him in the back.



The three remaining guards huddle on the lower level by the bridge. It's possible to gun them down one by one, but where are the style points in that?

Special Shot: Grenade Explosion

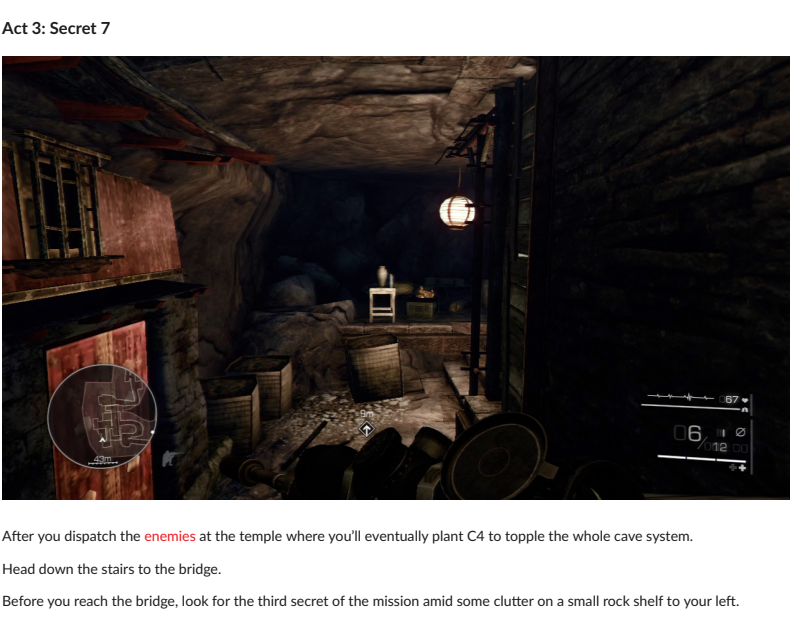




If you can nick the closest guard's grenade, you can set off an explosion that will kill all three enemies at once.

Zoom on the grenade on the enemy's belt and squeeze the trigger when you're sure you'll hit the explosive. If it goes boom, you'll kill all three guards, and earn the "Hazardous Materials" achievement if you haven't already done so.

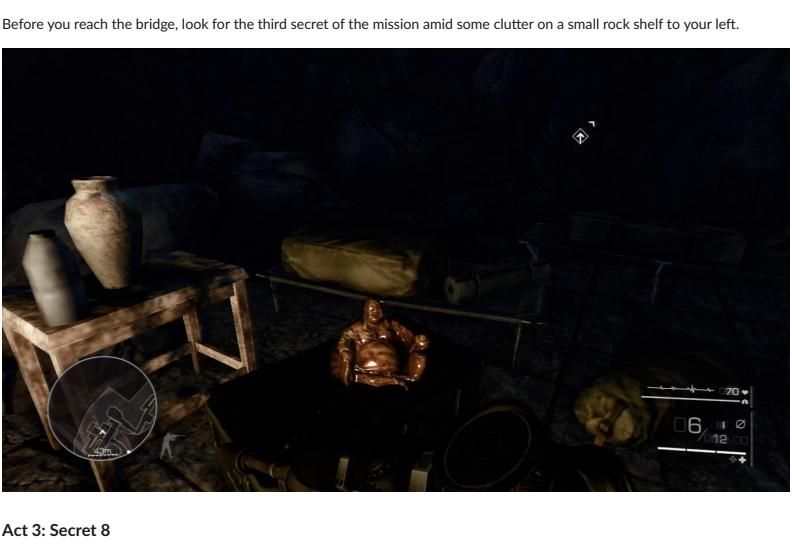
Act 3: Secret 7



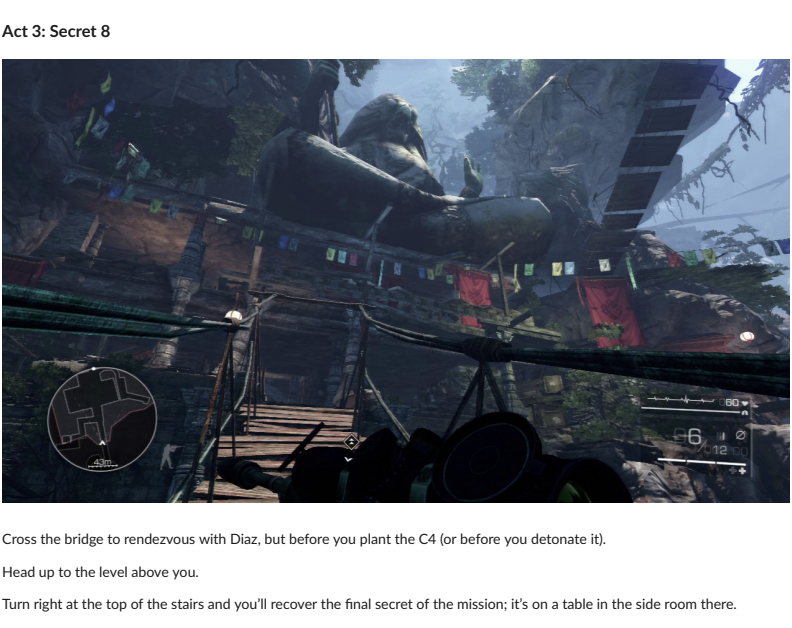
After you dispatch the enemies at the temple where you'll eventually plant C4 to topple the whole cave system.

Head down the stairs to the bridge.

Before you reach the bridge, look for the third secret of the mission amid some clutter on a small rock shelf to your left.



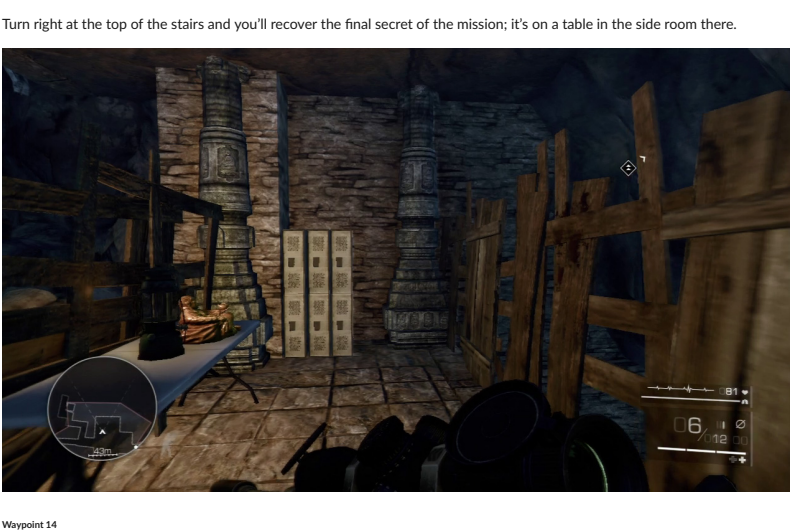
Act 3: Secret 8



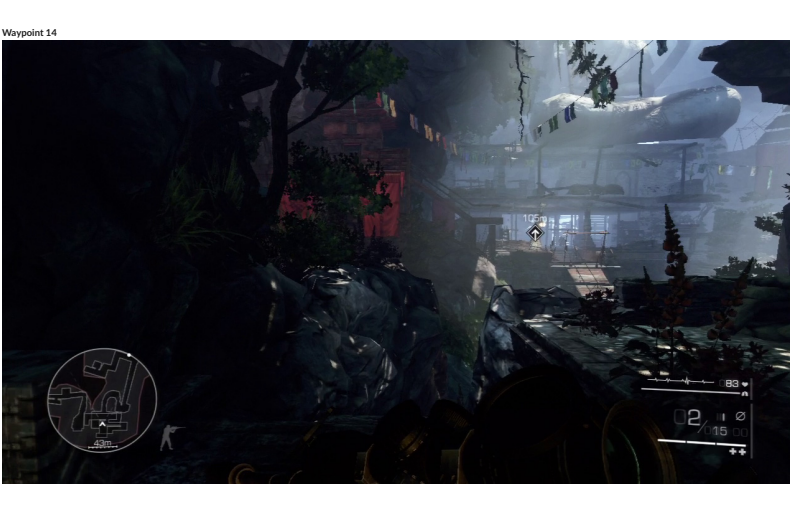
Cross the bridge to rendezvous with Diaz, but before you plant the C4 (or before you detonate it).

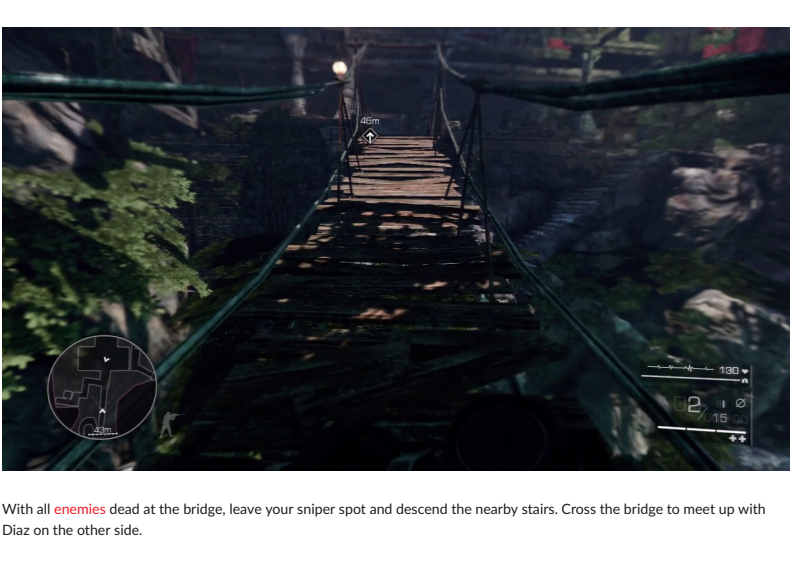
Head up to the level above you.

Turn right at the top of the stairs and you'll recover the final secret of the mission; it's on a table in the side room there.

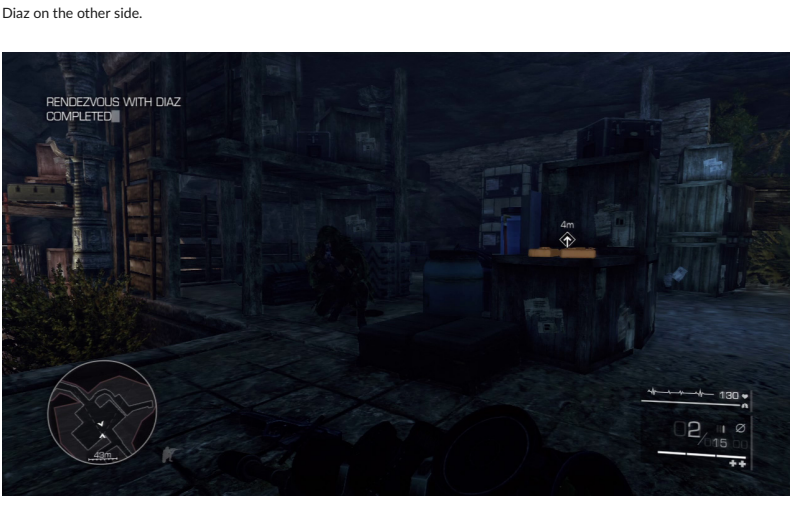


Waypoint 14

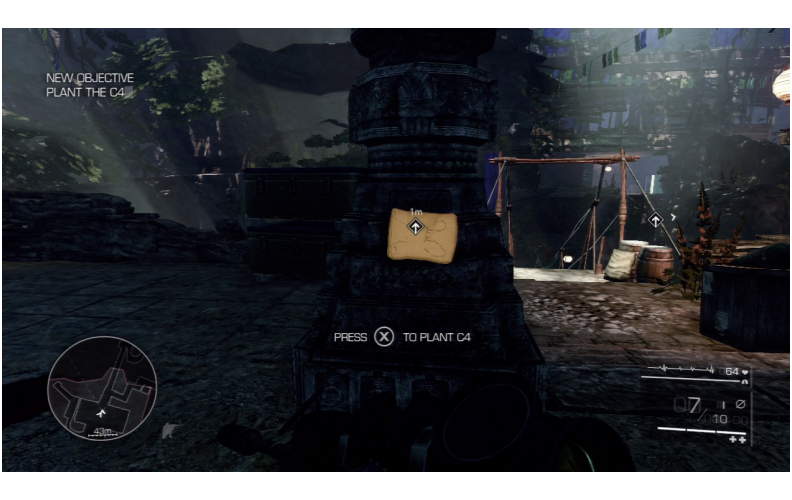




With all enemies dead at the bridge, leave your sniper spot and descend the nearby stairs. Cross the bridge to meet up with Diaz on the other side.

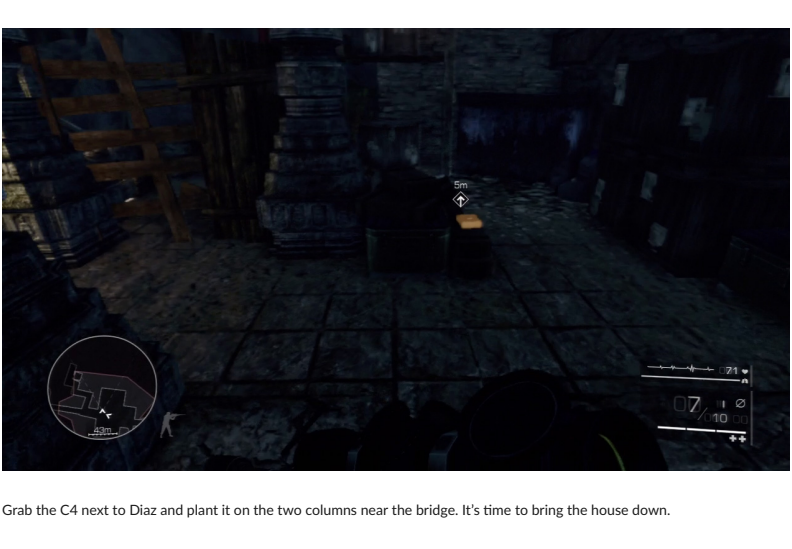


RENDEZVOUS WITH DIAZ
COMPLETED

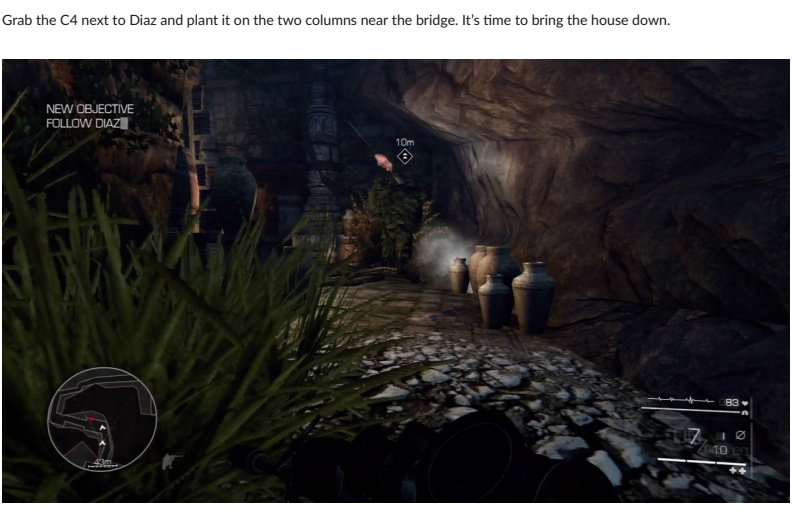


NEW OBJECTIVE
PLANT THE C4

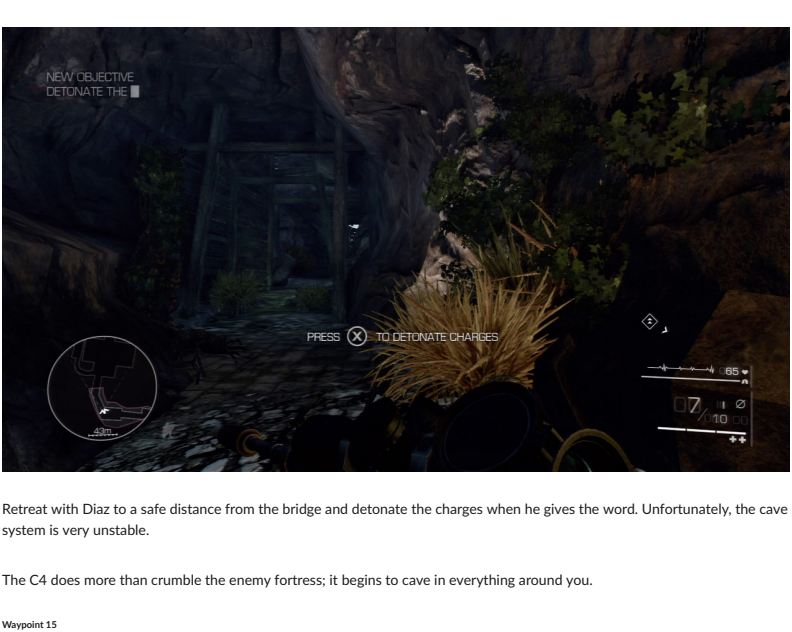
PRESS ⊗ TO PLANT C4



Grab the C4 next to Diaz and plant it on the two columns near the bridge. It's time to bring the house down.



NEW OBJECTIVE
FOLLOW DIAZ



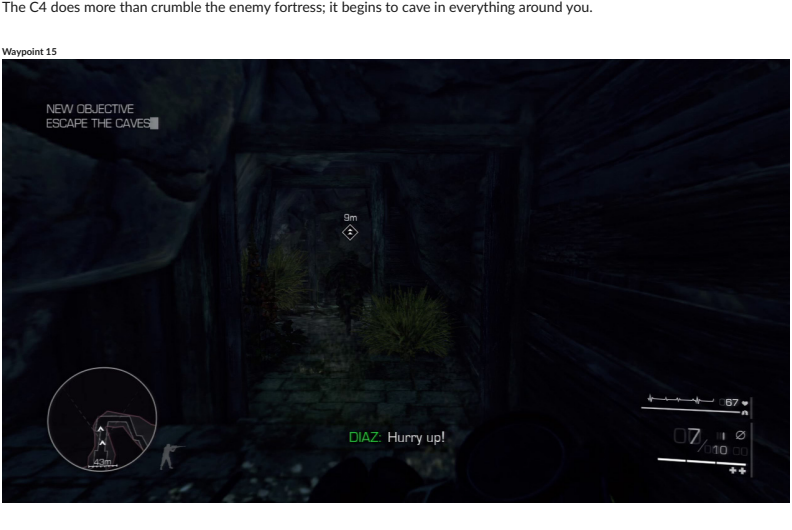
NEW OBJECTIVE
DETONATE THE

PRESS ⊗ TO DETONATE CHARGES

Retreat with Diaz to a safe distance from the bridge and detonate the charges when he gives the word. Unfortunately, the cave system is very unstable.

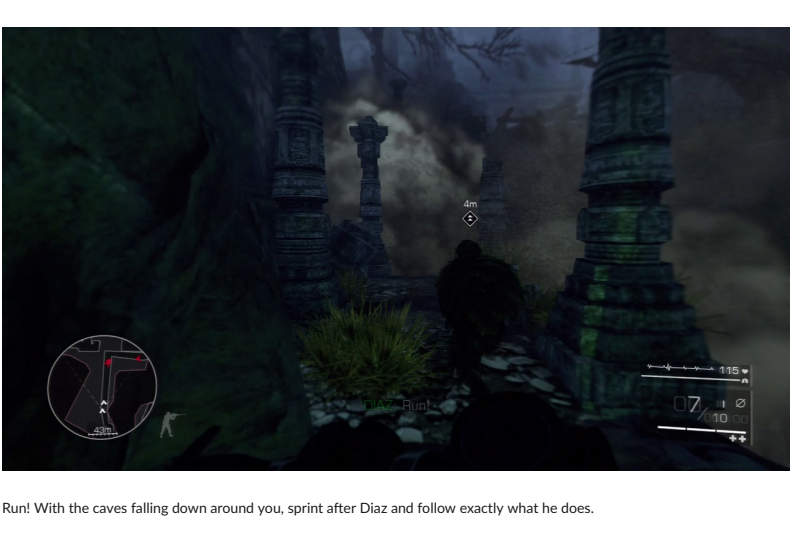
The C4 does more than crumble the enemy fortress; it begins to cave in everything around you.

Waypoint 15



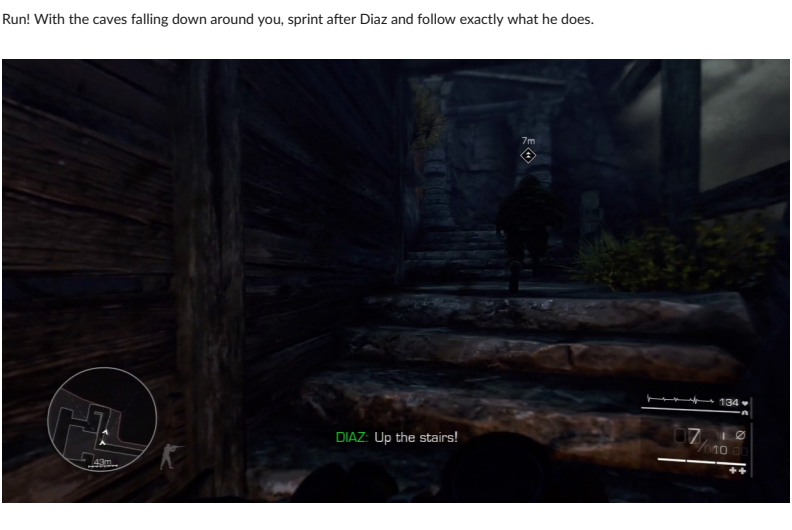
NEW OBJECTIVE
ESCAPE THE CAVES

DIAZ: Hurry up!

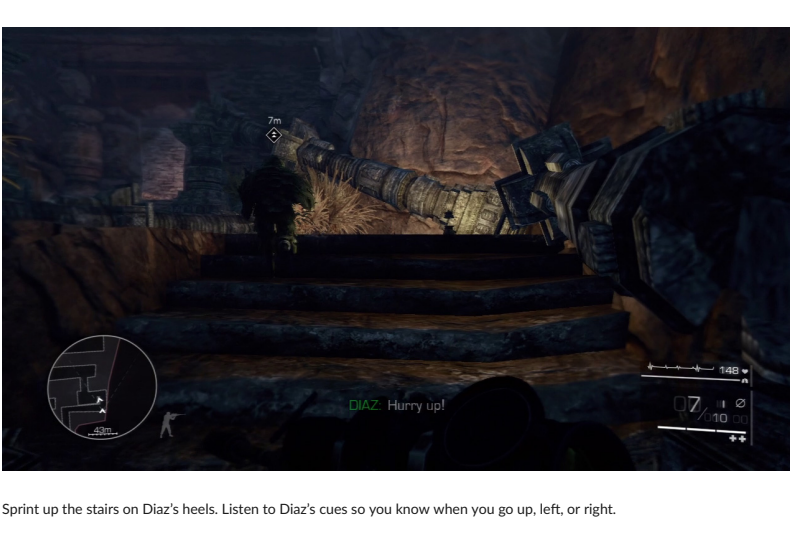


DIAZ: Run!

Run! With the caves falling down around you, sprint after Diaz and follow exactly what he does.

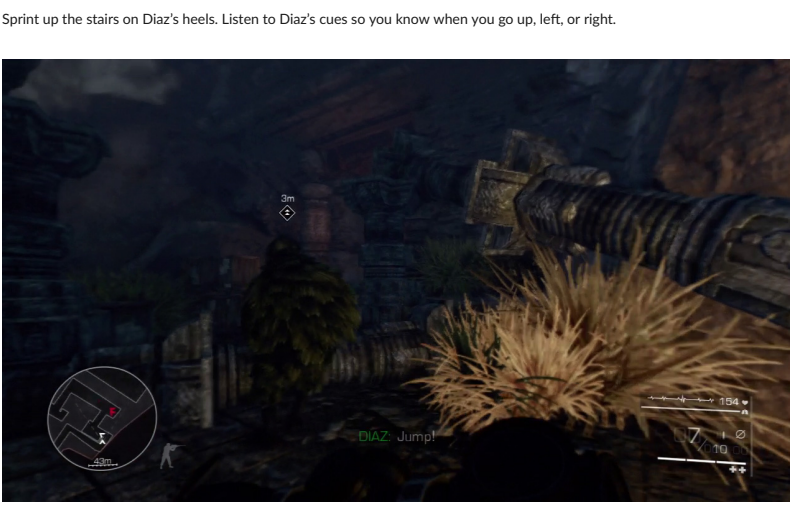


DIAZ: Up the stairs!

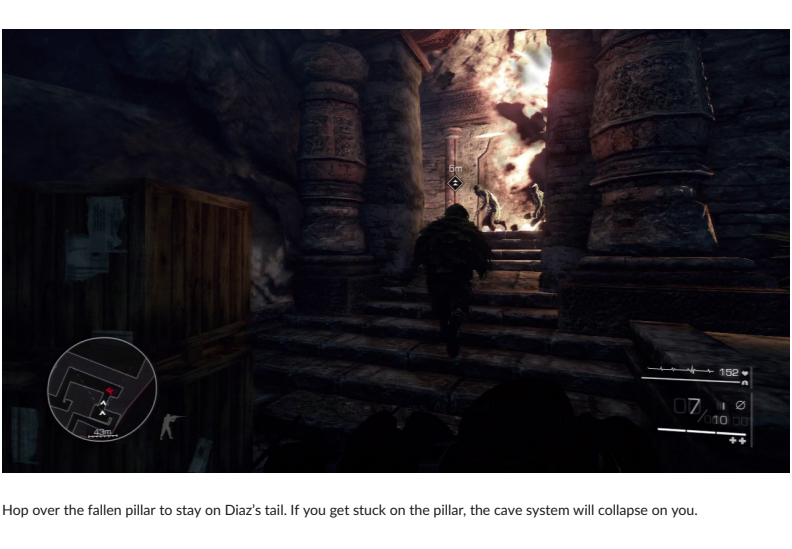


DIAZ: Hurry up!

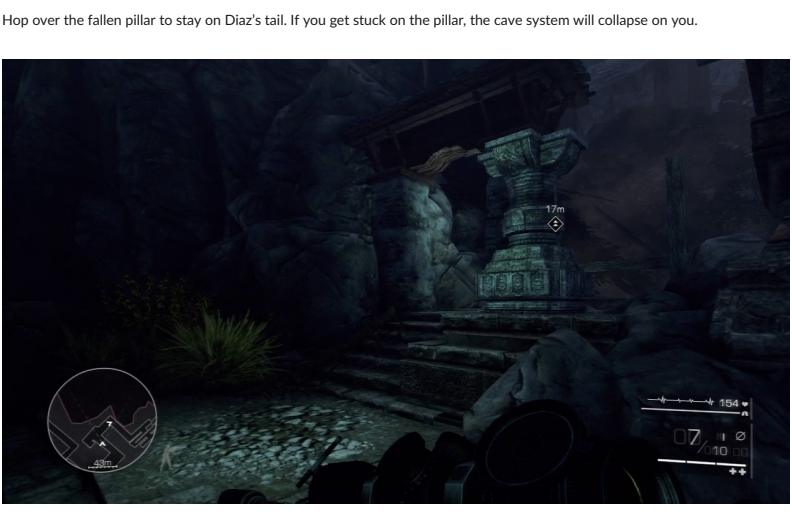
Sprint up the stairs on Diaz's heels. Listen to Diaz's cues so you know when you go up, left, or right.

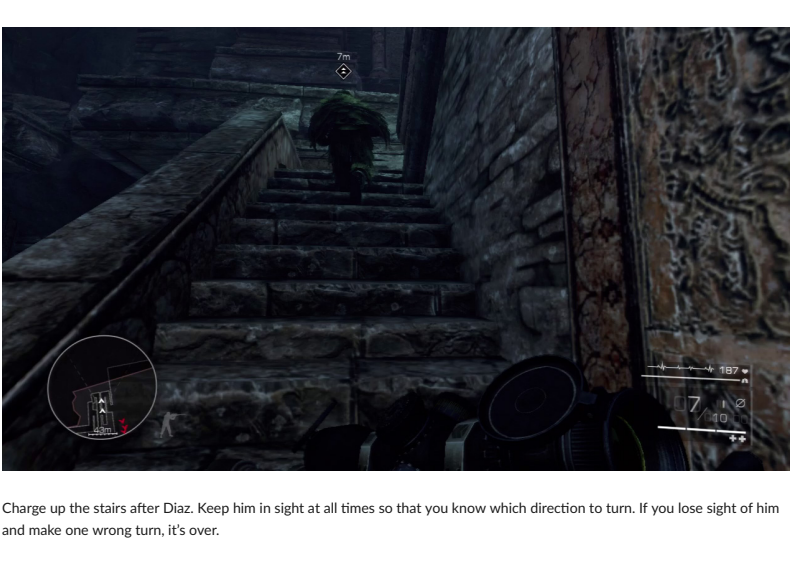


DIAZ: Jump!

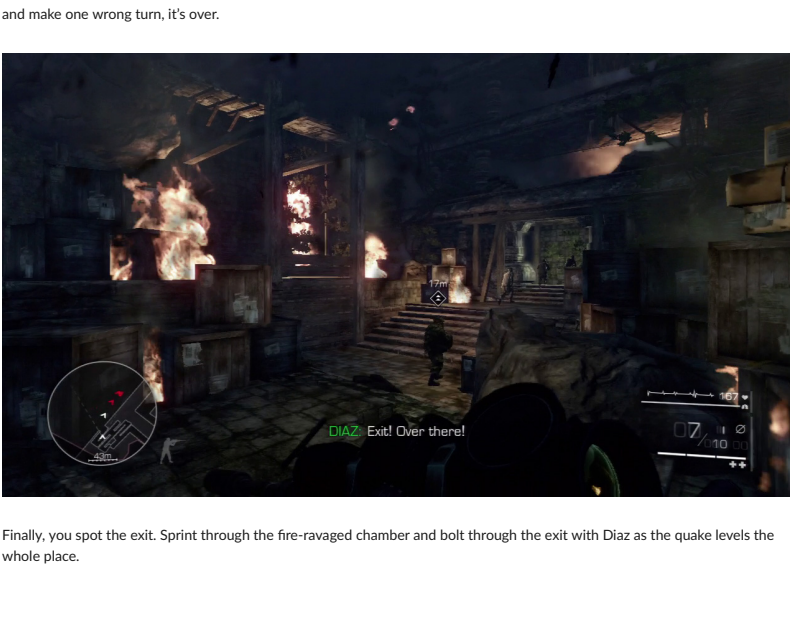


Hop over the fallen pillar to stay on Diaz's tail. If you get stuck on the pillar, the cave system will collapse on you.



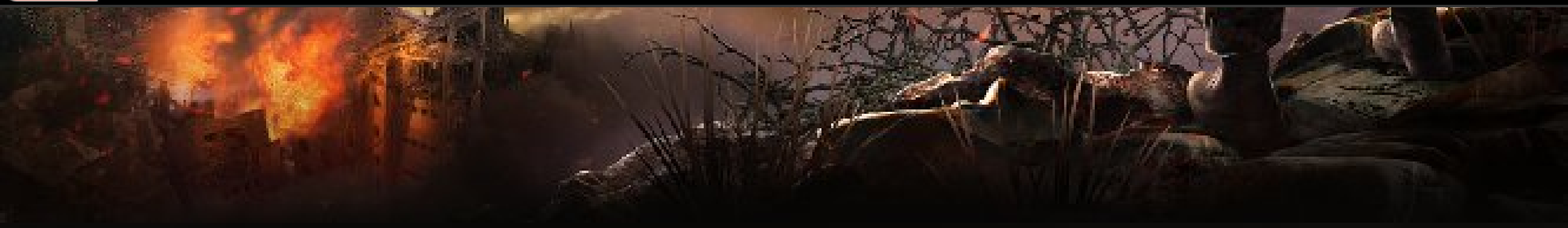


Charge up the stairs after Diaz. Keep him in sight at all times so that you know which direction to turn. If you lose sight of him and make one wrong turn, it's over.



DIAZ: Exit! Over there!

Finally, you spot the exit. Sprint through the fire-ravaged chamber and bolt through the exit with Diaz as the quake levels the whole place.



Mission 9: Bad Karma

9.1 Overview

Click here for interactive map

Mission Overview

As you close on Merinov, you and Diaz will offer a little tactical support for the main task force that is set to move on the bio-agent. Infiltrate the temple grounds and eliminate enemy teams to reach the overwatch above Merinov's and Hassan's meeting place.

Throughout the mission, if you can hit with 100 percent accuracy, you'll earn the difficult "Nerves of Steel" achievement.

Objectives

- Follow Diaz and eliminate called-out targets.
- Reach the overwatch.
- Eliminate the enemies in the temple.
- Follow Diaz.
- Eliminate the enemies in the square.
- Follow Diaz and eliminate called-out targets.
- Reach overwatch.
- Kill Merinov.

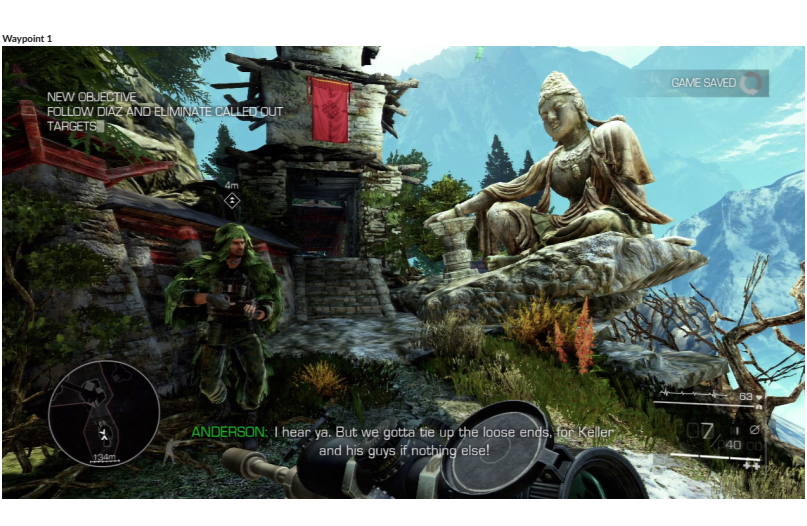
Video is restricted

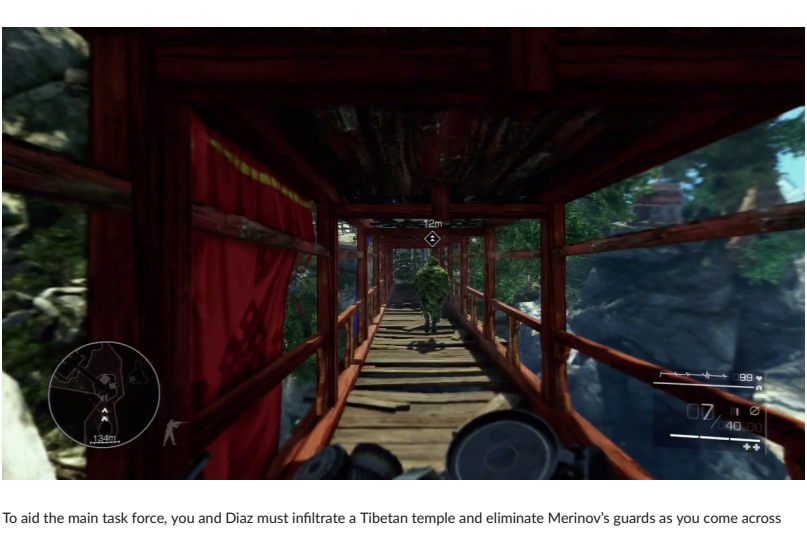
Mission 9: Bad Karma

9.2 Waypoints 1-7

Video is restricted

Waypoint 1


NEW OBJECTIVE
FOLLOW DIAZ AND ELIMINATE CALLED OUT TARGETS
GAME SAVED
ANDERSON: I hear ya. But we gotta tie up the loose ends for Keller and his guys if nothing else!



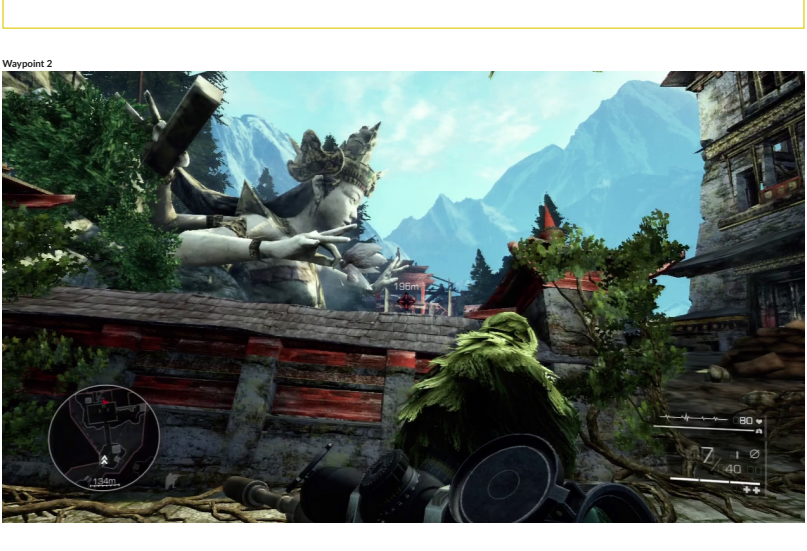
To aid the main task force, you and Diaz must infiltrate a Tibetan temple and eliminate Merinov's guards as you come across them. Follow Diaz from the entry point and across the first bridge.

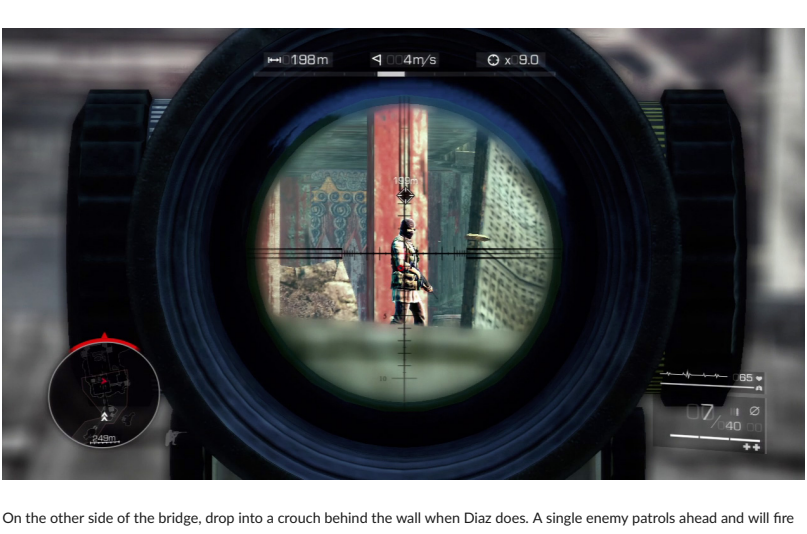
Achievement Unlock: Nerves of Steel

- Xbox 360 Gamer Points: 30
- PlayStation Trophy: Silver

You should have collected many achievements by now, but if you want to try for one of the more difficult ones, steady your hand. If you can score 100 percent accuracy on your mission, you can earn the "Nerves of Steel" achievement.

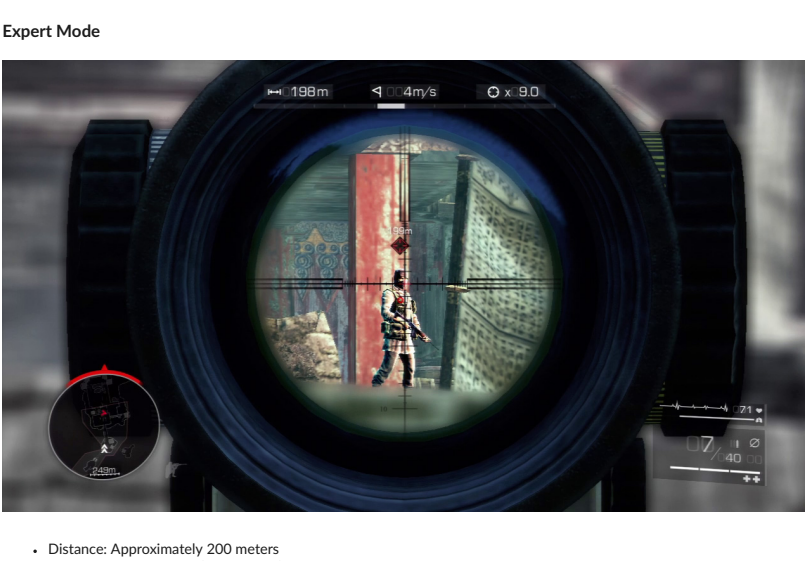
Waypoint 2





On the other side of the bridge, drop into a crouch behind the wall when Diaz does. A single enemy patrols ahead and will fire on you if you don't find cover immediately. Sight on him and take your time with a shot that will drop him without alerting any others in the vicinity.

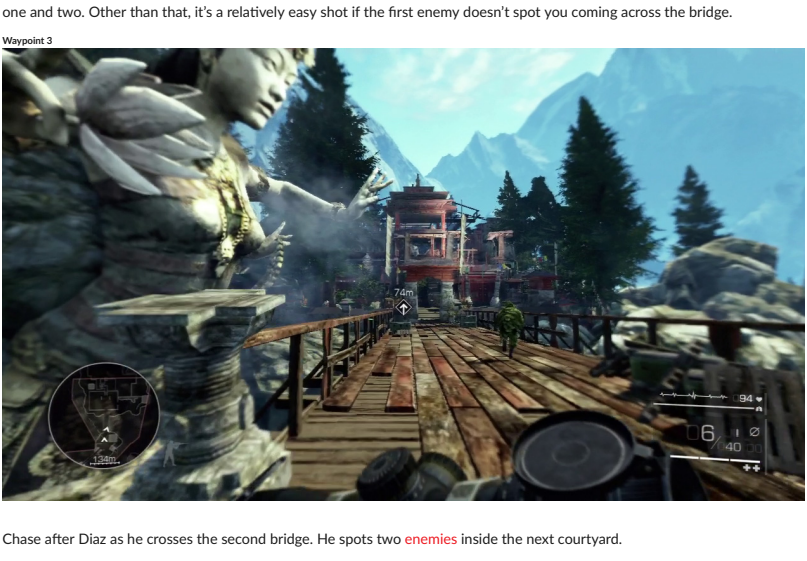
Expert Mode



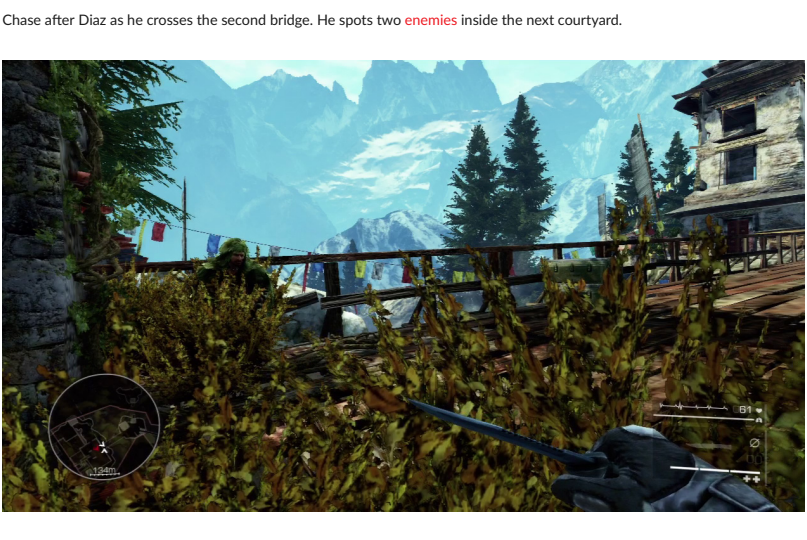
- Distance: Approximately 200 meters
- Wind: 4 meters/second (blowing left)
- Magnification: 9x

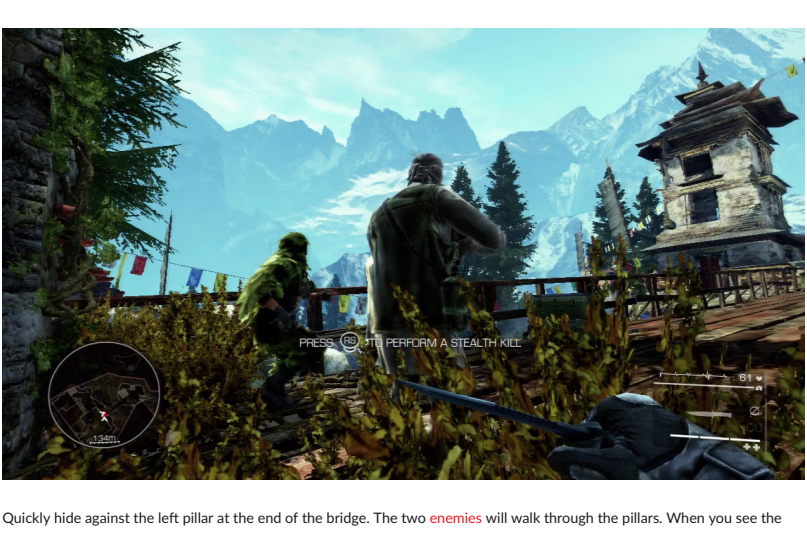
The wind will push your bullet just to the left of the vertical reticle line. Gravity will dip the bullet down between reticle lines one and two. Other than that, it's a relatively easy shot if the first enemy doesn't spot you coming across the bridge.

Waypoint 3



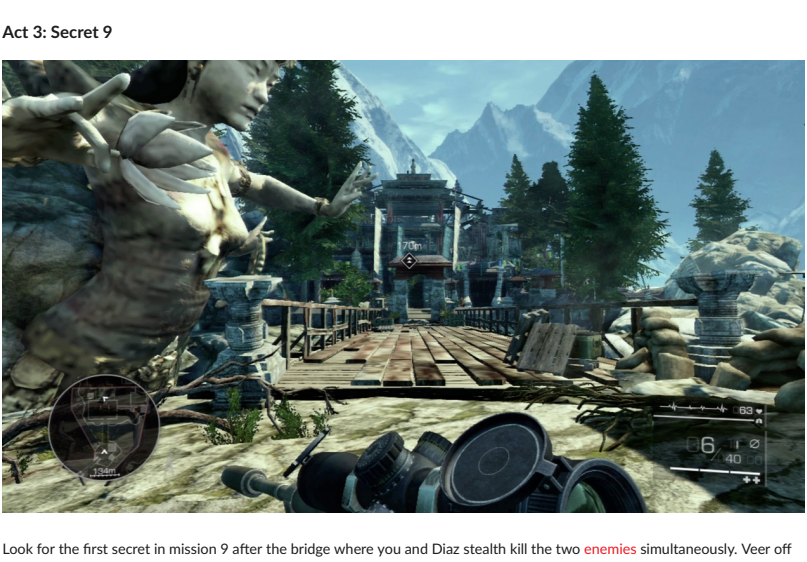
Chase after Diaz as he crosses the second bridge. He spots two enemies inside the next courtyard.



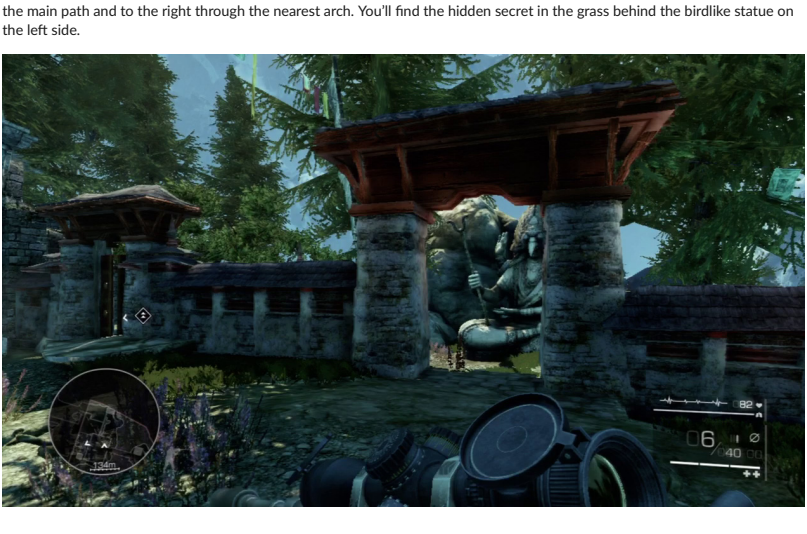


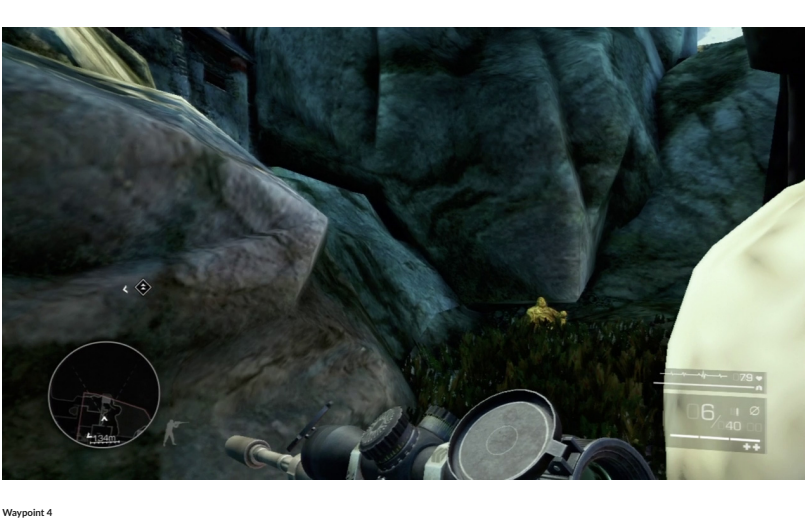
Quickly hide against the left pillar at the end of the bridge. The two enemies will walk through the pillars. When you see the closest enemy's back, perform a stealth kill and Diaz will do the same against the enemy's partner.

Act 3: Secret 9

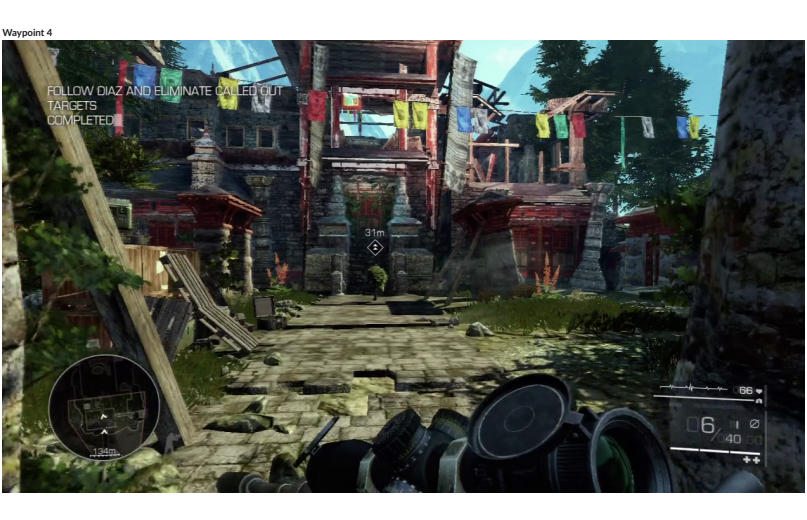


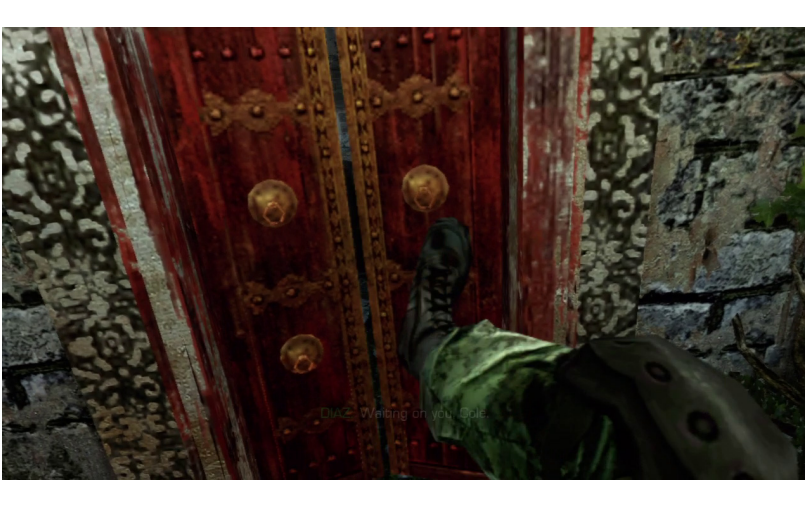
Look for the first secret in mission 9 after the bridge where you and Diaz stealth kill the two enemies simultaneously. Veer off the main path and to the right through the nearest arch. You'll find the hidden secret in the grass behind the birdlike statue on the left side.

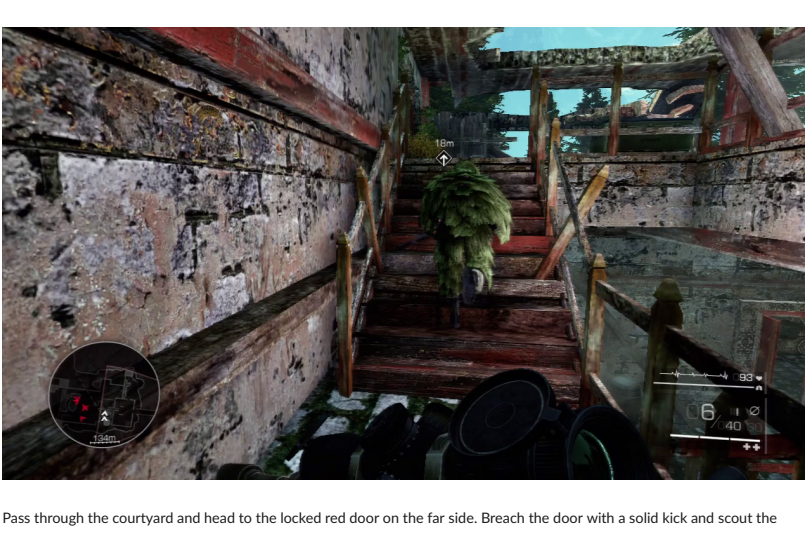




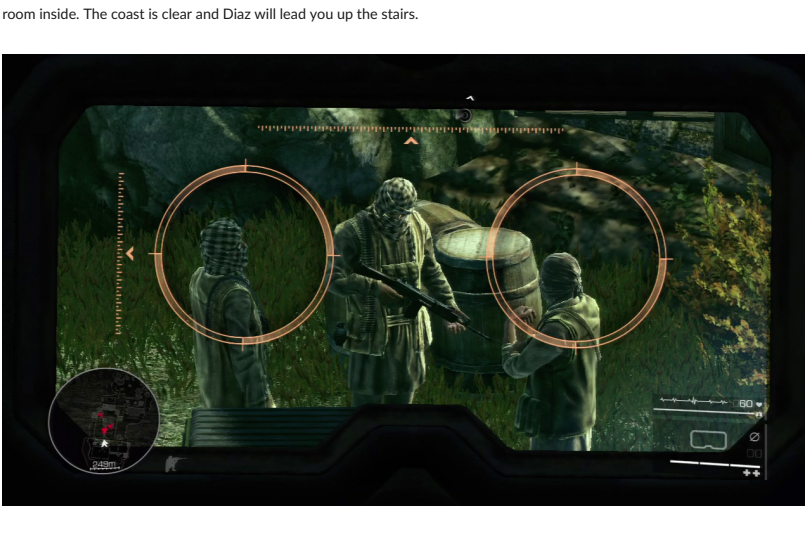
Waypoint 4

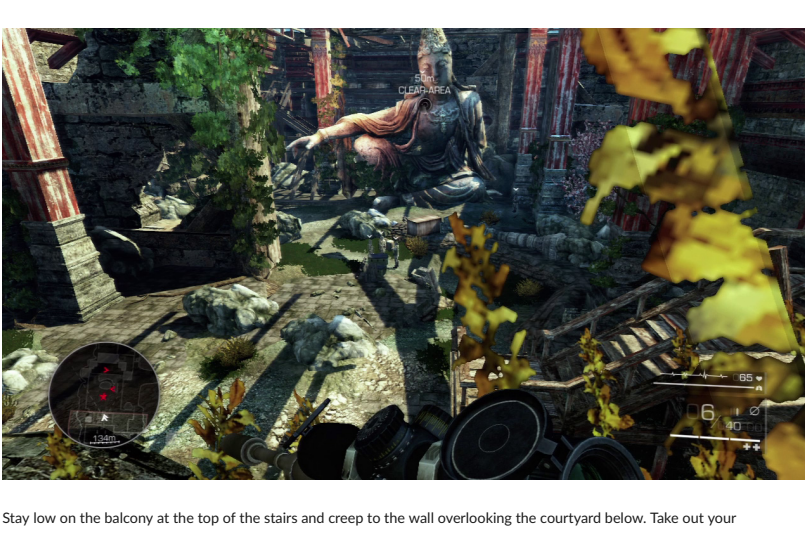




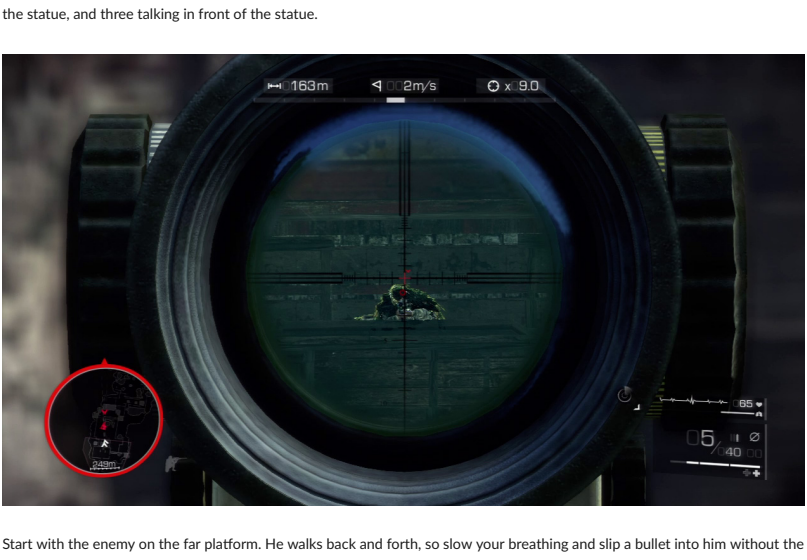


Pass through the courtyard and head to the locked red door on the far side. Breach the door with a solid kick and scout the room inside. The coast is clear and Diaz will lead you up the stairs.





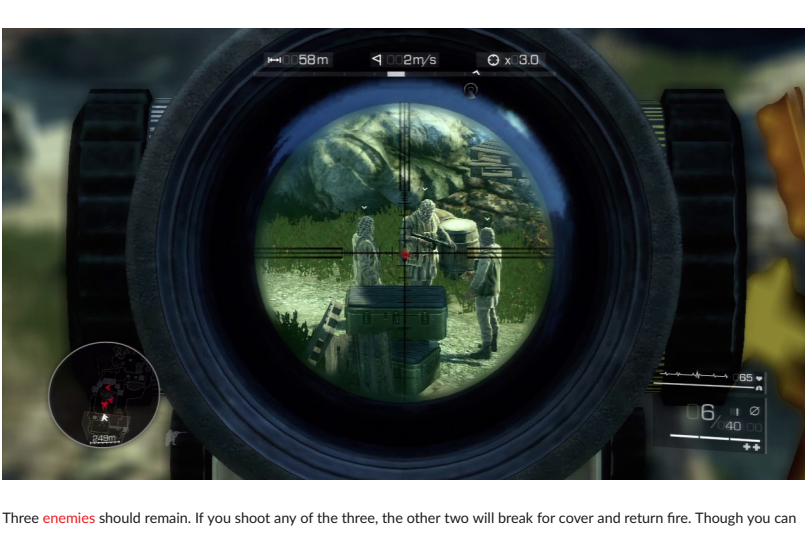
Stay low on the balcony at the top of the stairs and creep to the wall overlooking the courtyard below. Take out your binoculars and scan the area. Five enemies guard the courtyard: one on the far platform next to the statue, one to the right of the statue, and three talking in front of the statue.



Start with the enemy on the far platform. He walks back and forth, so slow your breathing and slip a bullet into him without the other four noticing. Then sight on the enemy to the right of the statue and kill him with a single shot. The three in the group won't notice if you snipe efficiently.

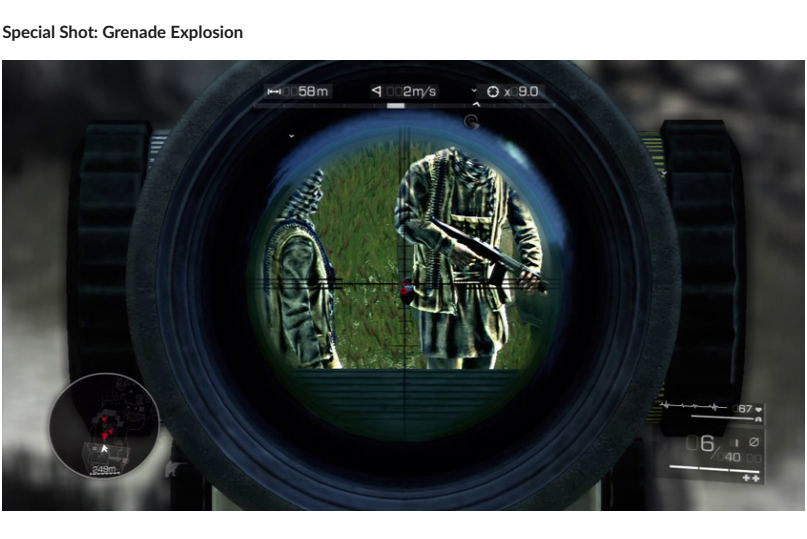
Caution

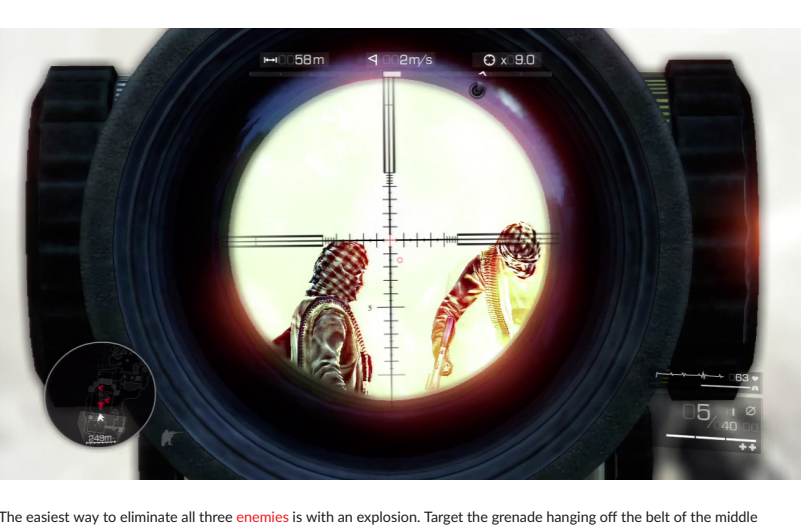
If you miss, the enemy on the far platform is your biggest threat. He has a clear shot at you, while the balcony wall offers better cover against the four enemies below.



Three enemies should remain. If you shoot any of the three, the other two will break for cover and return fire. Though you can handle them with Diaz's help, you might get winged.

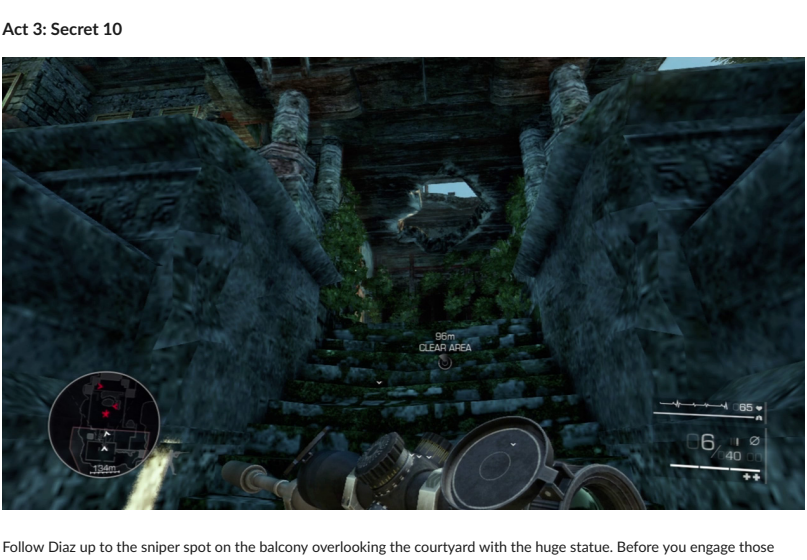
Special Shot: Grenade Explosion



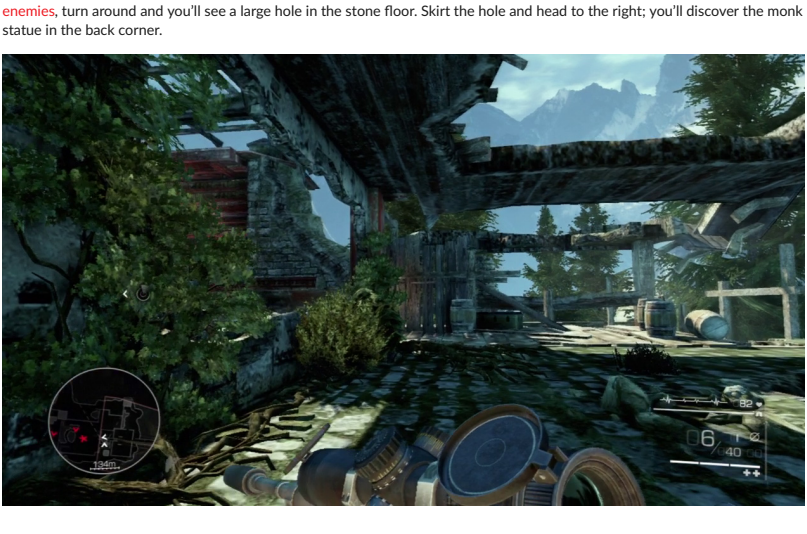


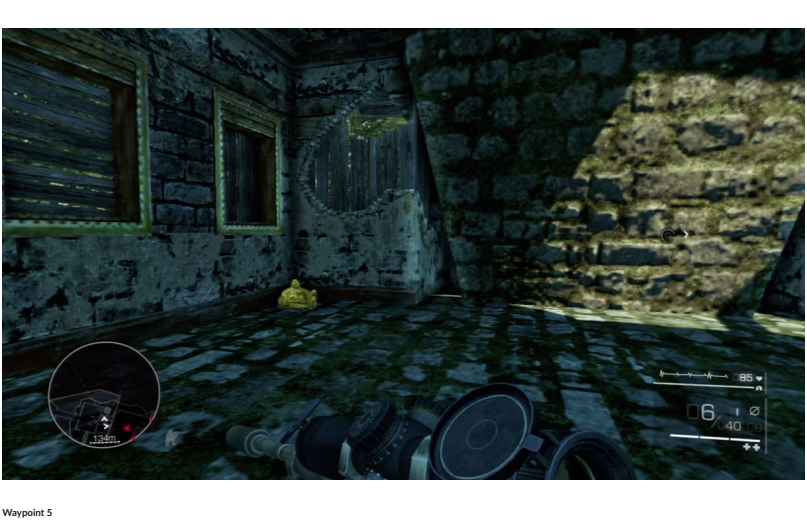
The easiest way to eliminate all three enemies is with an explosion. Target the grenade hanging off the belt of the middle enemy. Zoom in, hold your breath, and pull the trigger with the shot squarely on the grenade itself. If you score a direct hit, the grenade explodes and kills all three in the blast.

Act 3: Secret 10

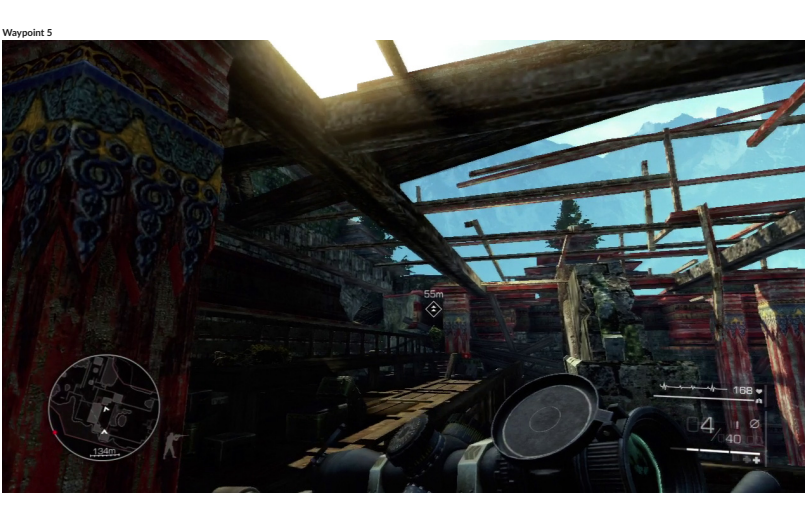


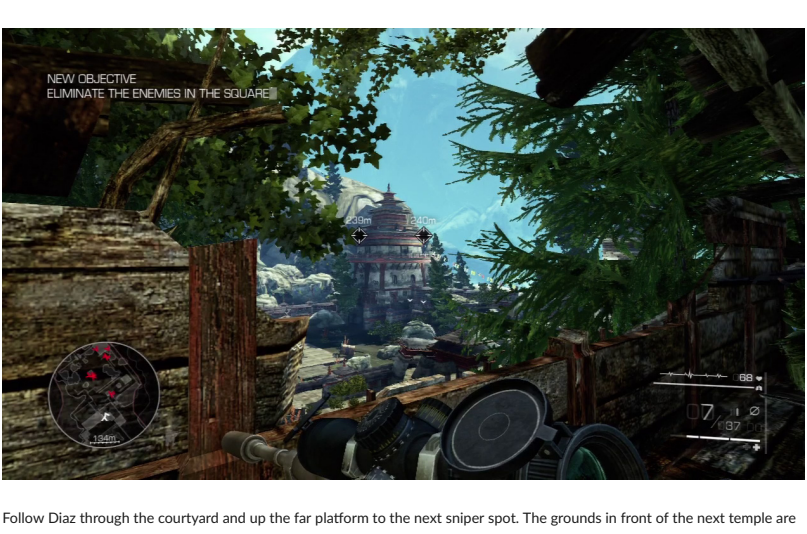
Follow Diaz up to the sniper spot on the balcony overlooking the courtyard with the huge statue. Before you engage those enemies, turn around and you'll see a large hole in the stone floor. Skirt the hole and head to the right; you'll discover the monk statue in the back corner.





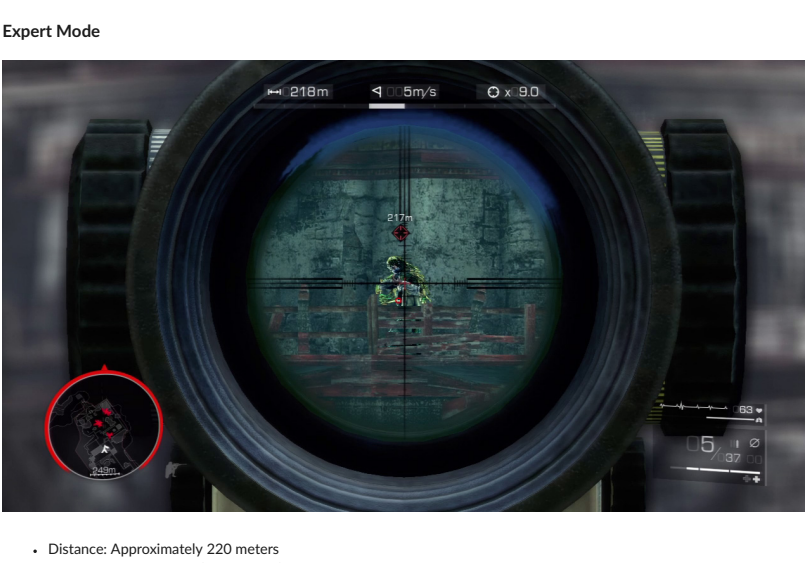
Waypoint 5





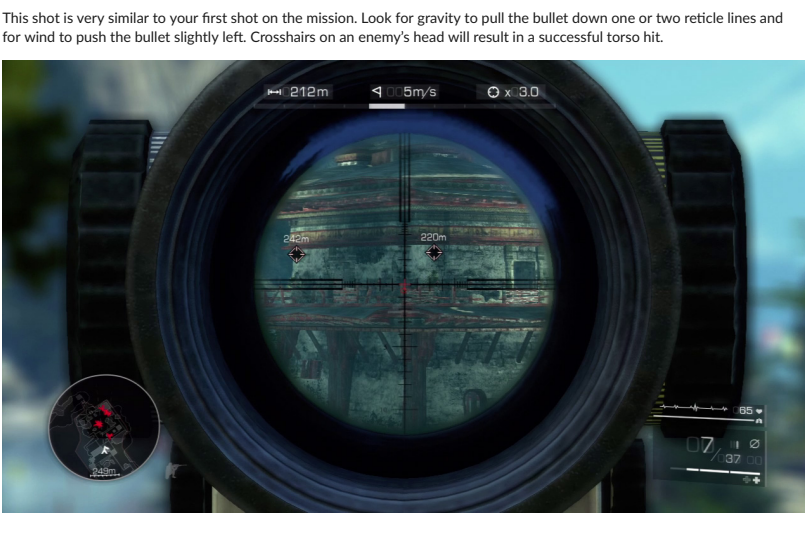
Follow Diaz through the courtyard and up the far platform to the next sniper spot. The grounds in front of the next temple are much larger and will require some precision shooting.

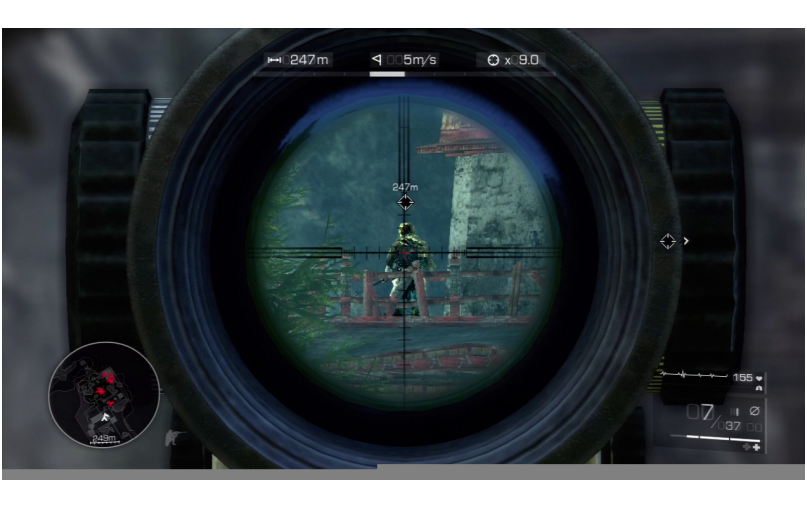
Expert Mode

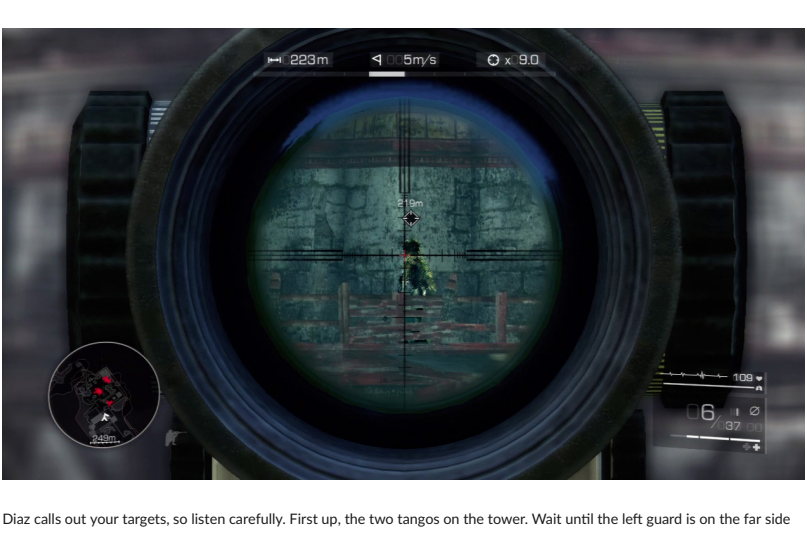


- Distance: Approximately 220 meters
- Wind: 5 meters/second (blowing left)
- Magnification: 9x

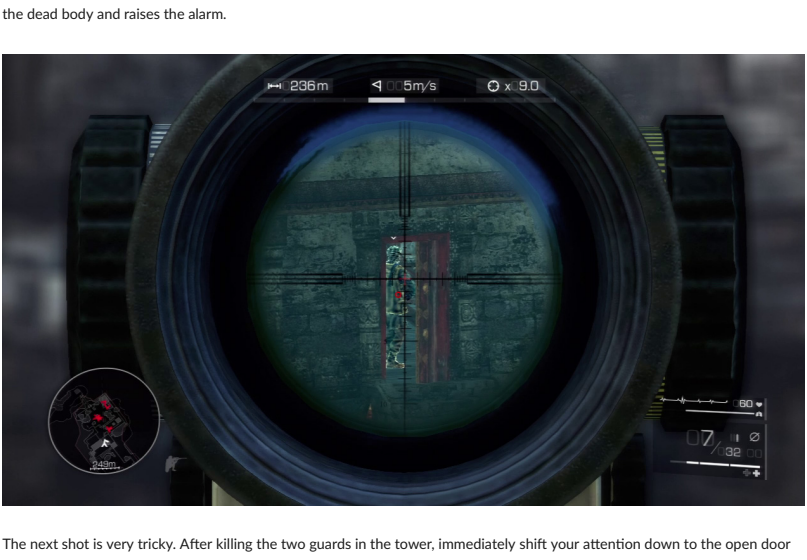
This shot is very similar to your first shot on the mission. Look for gravity to pull the bullet down one or two reticle lines and for wind to push the bullet slightly left. Crosshairs on an enemy's head will result in a successful torso hit.



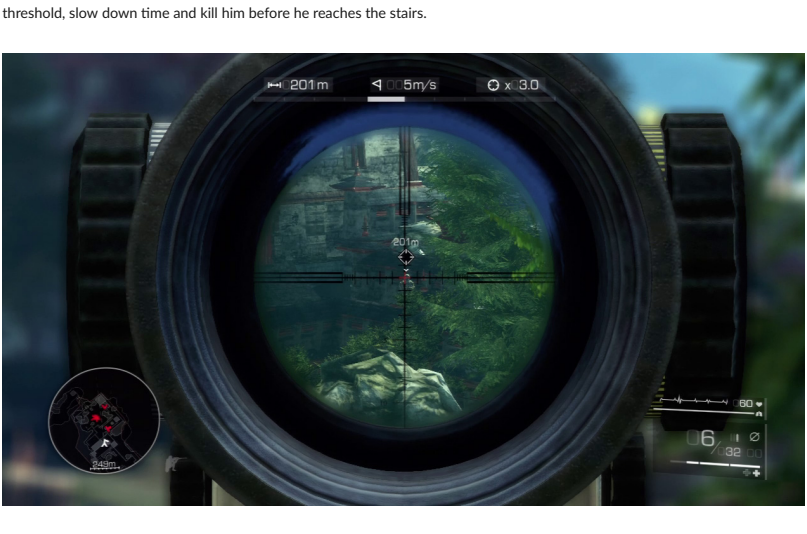


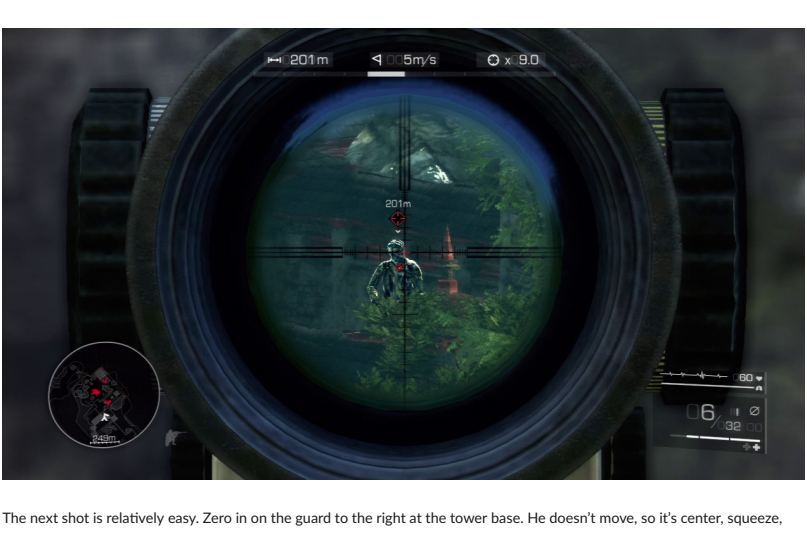


Diaz calls out your targets, so listen carefully. First up, the two tangos on the tower. Wait until the left guard is on the far side and out of sight from the right guard. Snipe the left guard, then quickly slide your focus to the right until you spot the right guard walking back toward the corpse. Hold your breath to slow down time and squeeze off a kill shot before the enemy spots the dead body and raises the alarm.

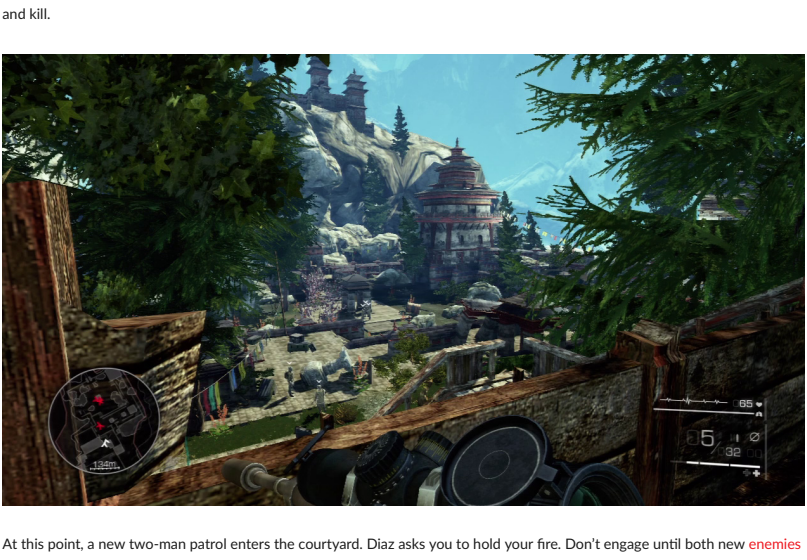


The next shot is very tricky. After killing the two guards in the tower, immediately shift your attention down to the open door at the base of the tower. A guard walks in through the door and will raise the alarm if he is allowed to head upstairs and spot the two dead guards. Zoom in on the open doorway and wait for the guard to come back into view. When he crosses the threshold, slow down time and kill him before he reaches the stairs.

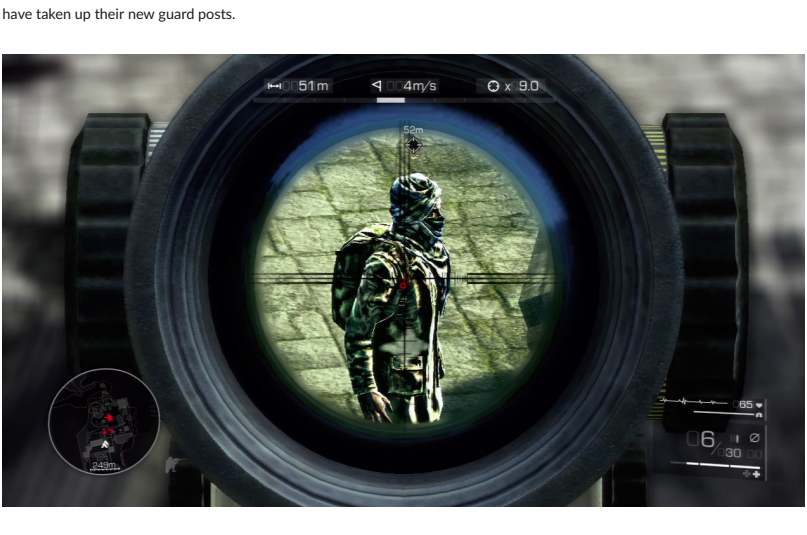


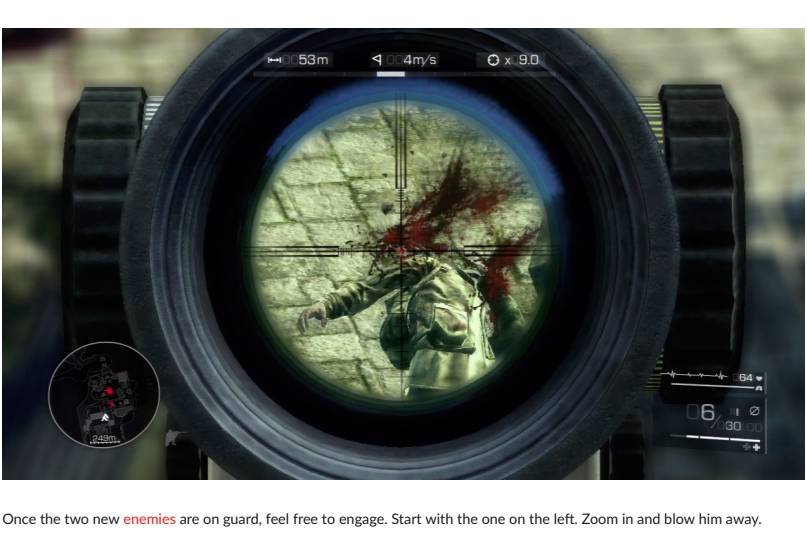


The next shot is relatively easy. Zero in on the guard to the right at the tower base. He doesn't move, so it's center, squeeze, and kill.

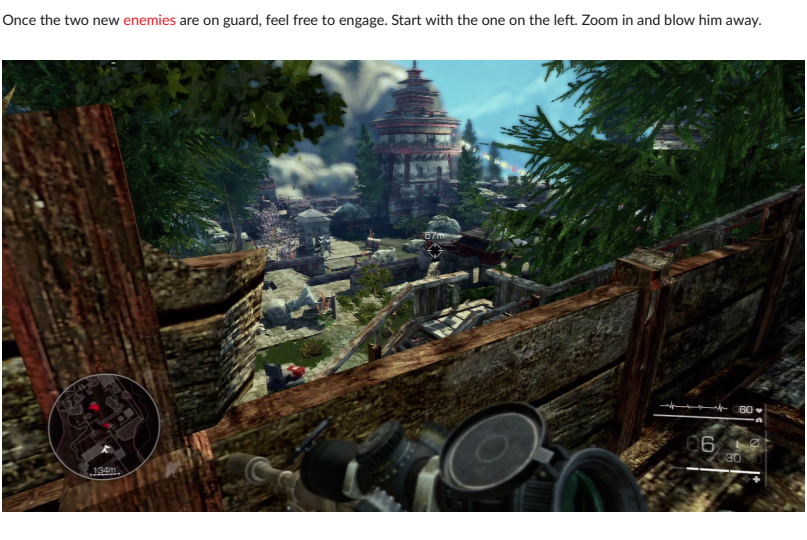


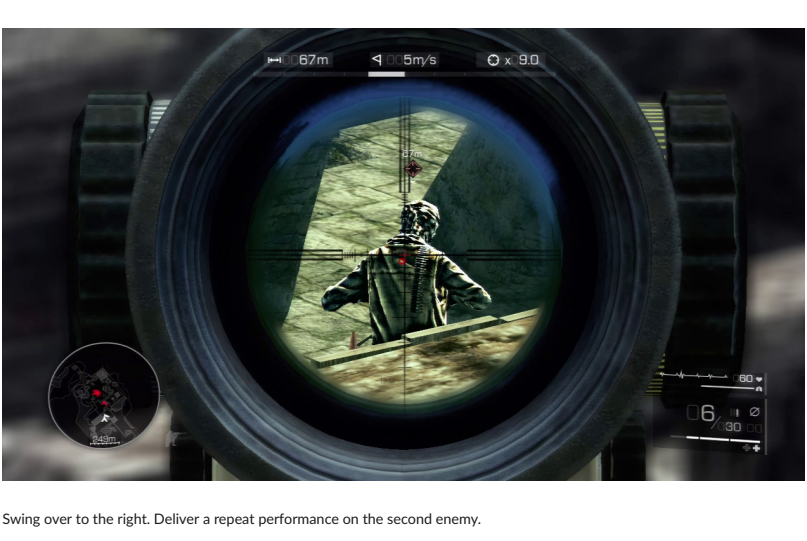
At this point, a new two-man patrol enters the courtyard. Diaz asks you to hold your fire. Don't engage until both new enemies have taken up their new guard posts.



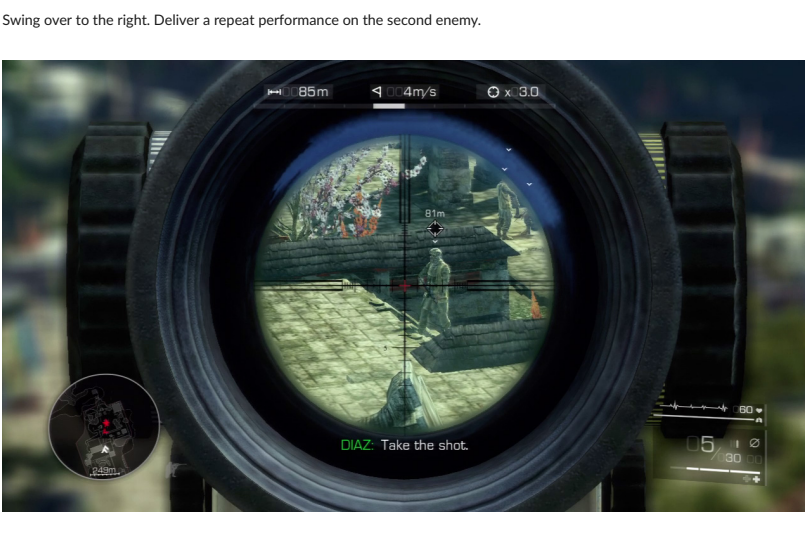


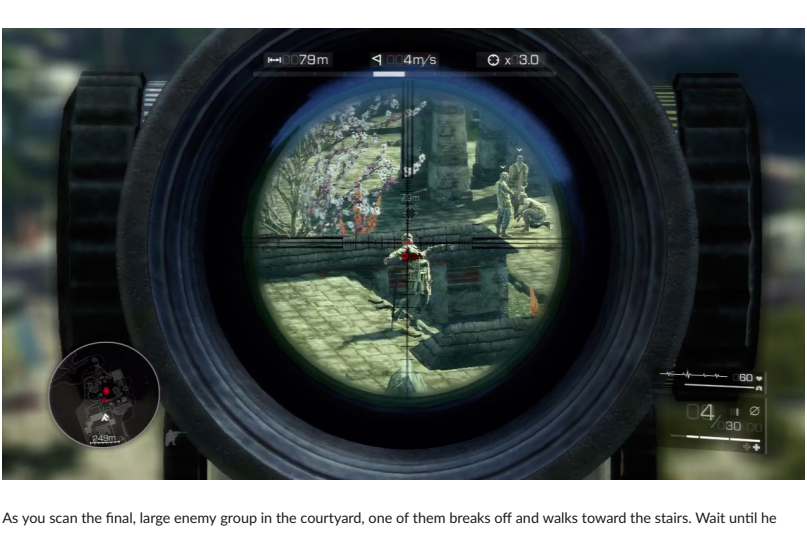
Once the two new enemies are on guard, feel free to engage. Start with the one on the left. Zoom in and blow him away.





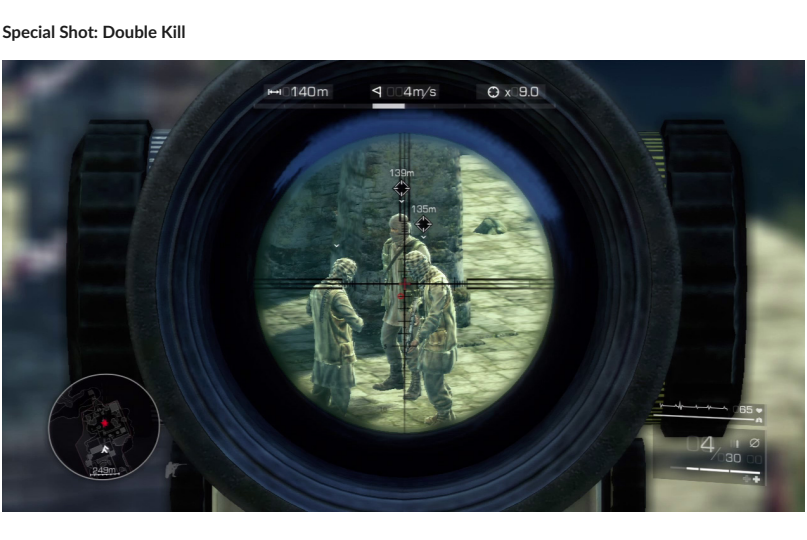
Swing over to the right. Deliver a repeat performance on the second enemy.

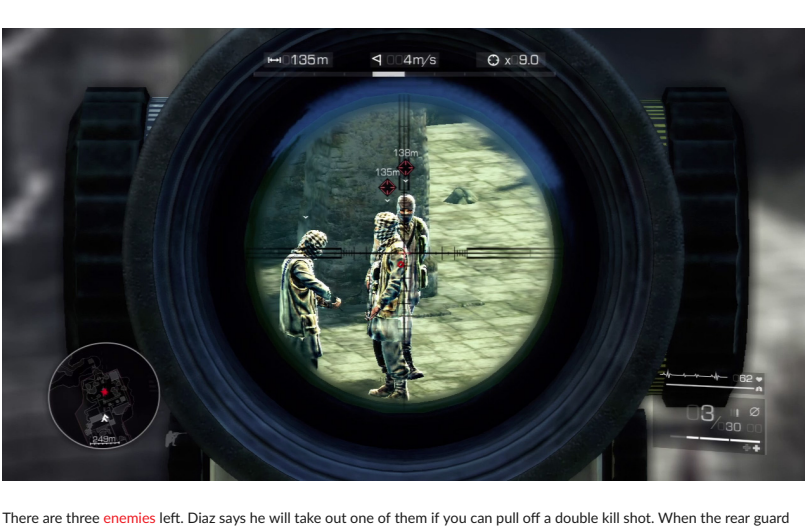




As you scan the final, large enemy group in the courtyard, one of them breaks off and walks toward the stairs. Wait until he reaches the top of the stairs and then obliterate him out of sight of his brethren.

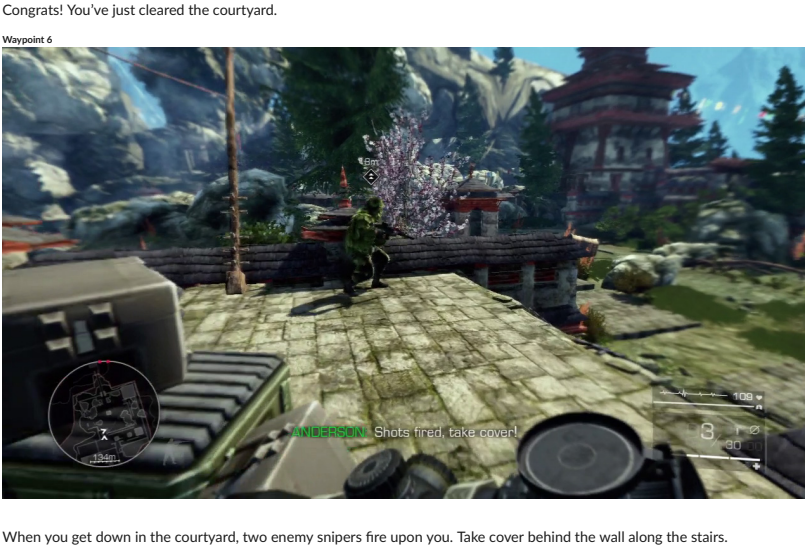
Special Shot: Double Kill





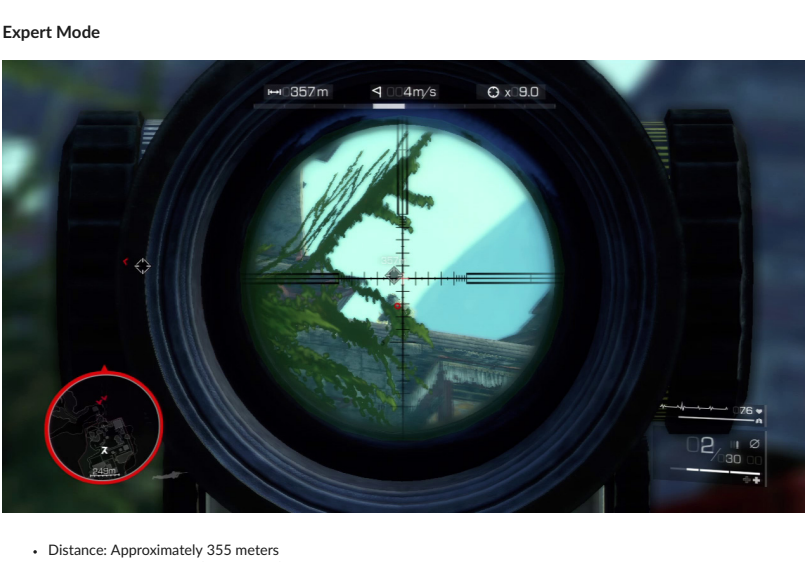
There are three enemies left. Diaz says he will take out one of them if you can pull off a double kill shot. When the rear guard passes behind the guard on the right, pull the trigger and send two bodies to the ground for the price of a single bullet. Congrats! You've just cleared the courtyard.

Waypoint 6



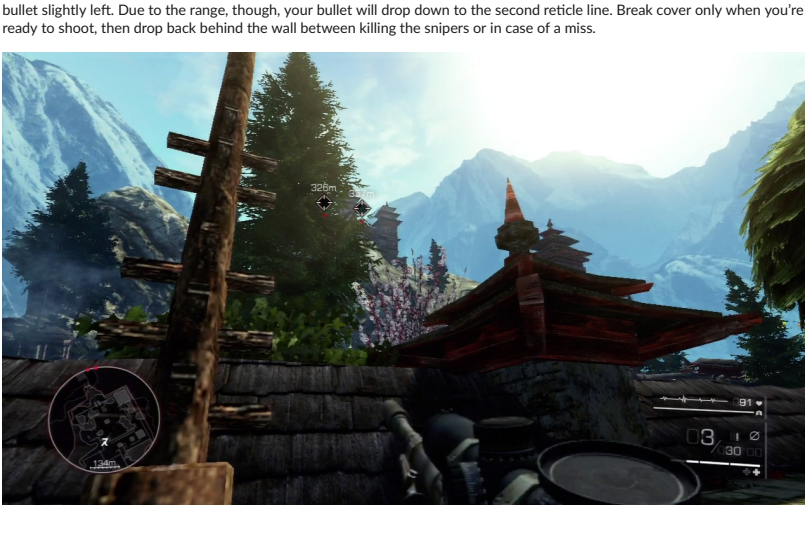
When you get down in the courtyard, two enemy snipers fire upon you. Take cover behind the wall along the stairs.

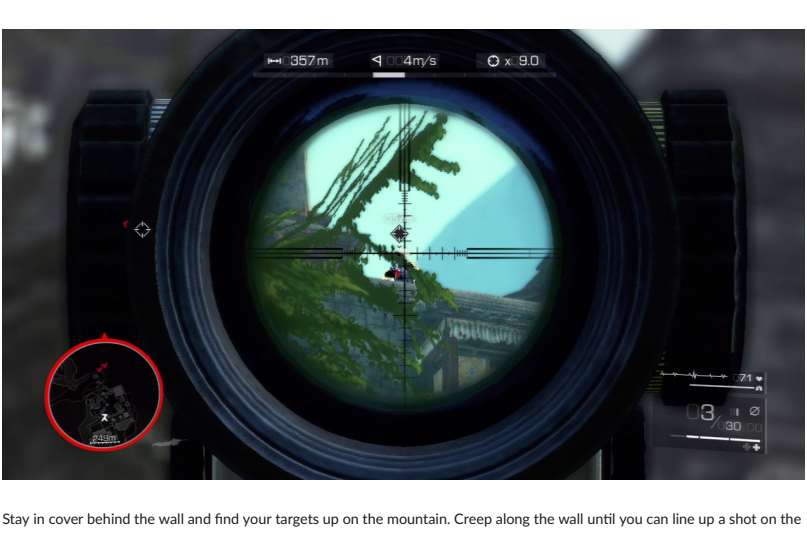
Expert Mode



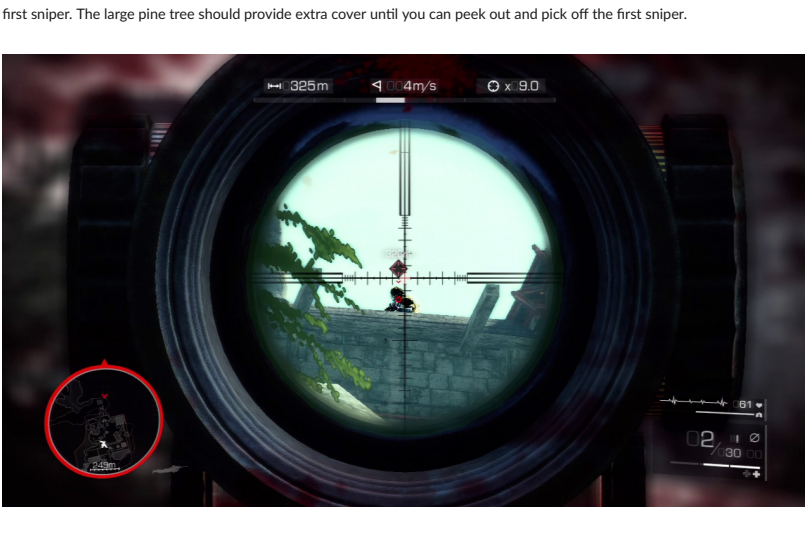
- Distance: Approximately 355 meters
- Wind: 4 meters/second (blowing left)
- Magnification: 9x

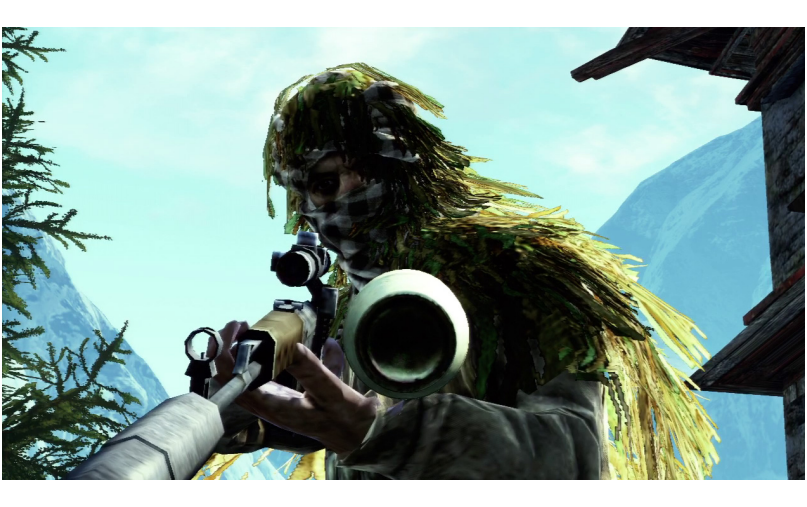
It's a much longer shot against the two enemy snipers. As with your other shots on this mission, expect the wind to push your bullet slightly left. Due to the range, though, your bullet will drop down to the second reticle line. Break cover only when you're ready to shoot, then drop back behind the wall between killing the snipers or in case of a miss.

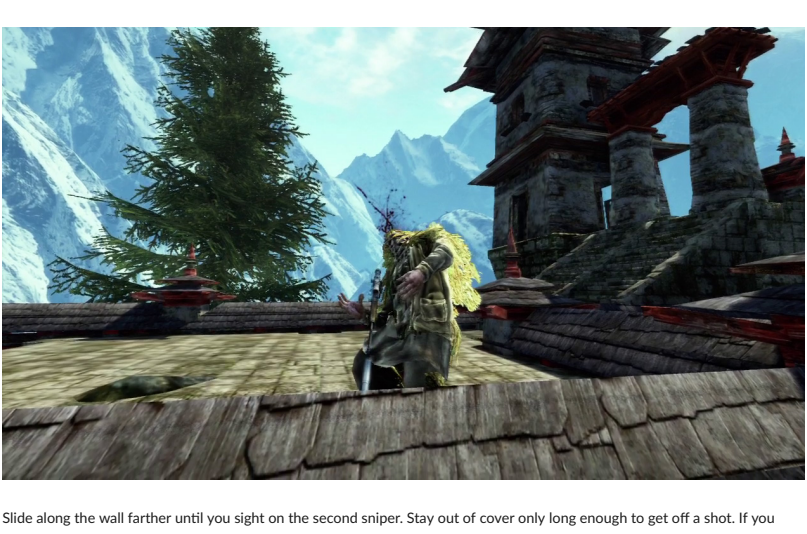




Stay in cover behind the wall and find your targets up on the mountain. Creep along the wall until you can line up a shot on the first sniper. The large pine tree should provide extra cover until you can peek out and pick off the first sniper.

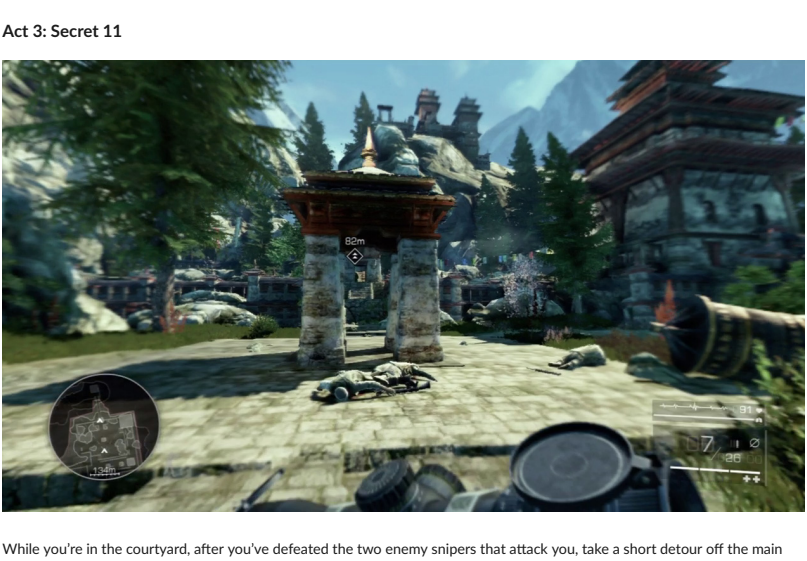




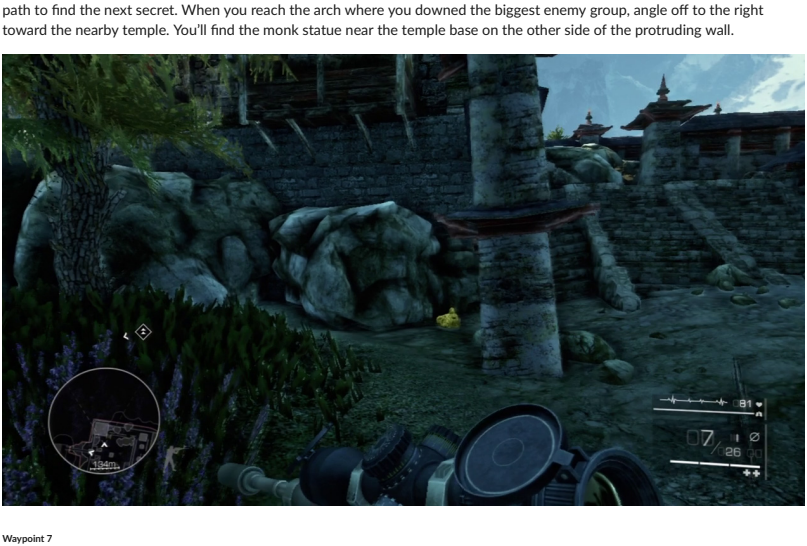


Slide along the wall farther until you sight on the second sniper. Stay out of cover only long enough to get off a shot. If you miss, wait for your pulse to return to normal and zoom for a kill shot with your next bullet.

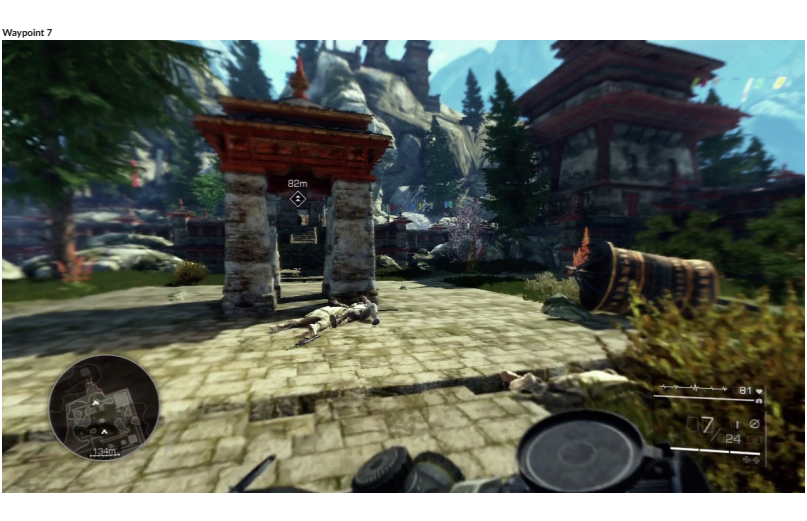
Act 3: Secret 11

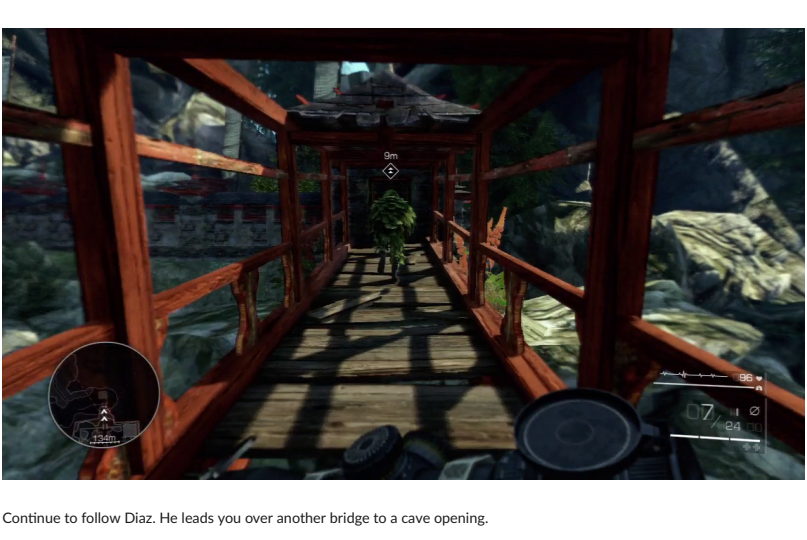


While you're in the courtyard, after you've defeated the two enemy snipers that attack you, take a short detour off the main path to find the next secret. When you reach the arch where you downed the biggest enemy group, angle off to the right toward the nearby temple. You'll find the monk statue near the temple base on the other side of the protruding wall.

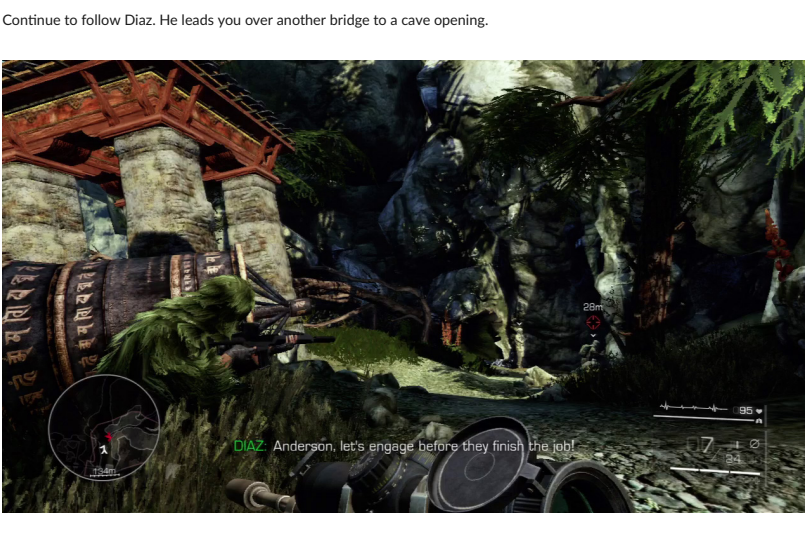


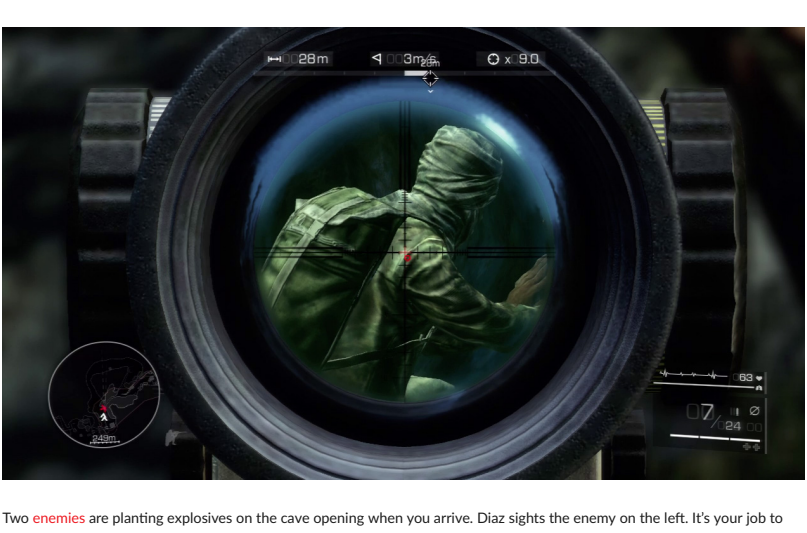
Waypoint 7





Continue to follow Diaz. He leads you over another bridge to a cave opening.



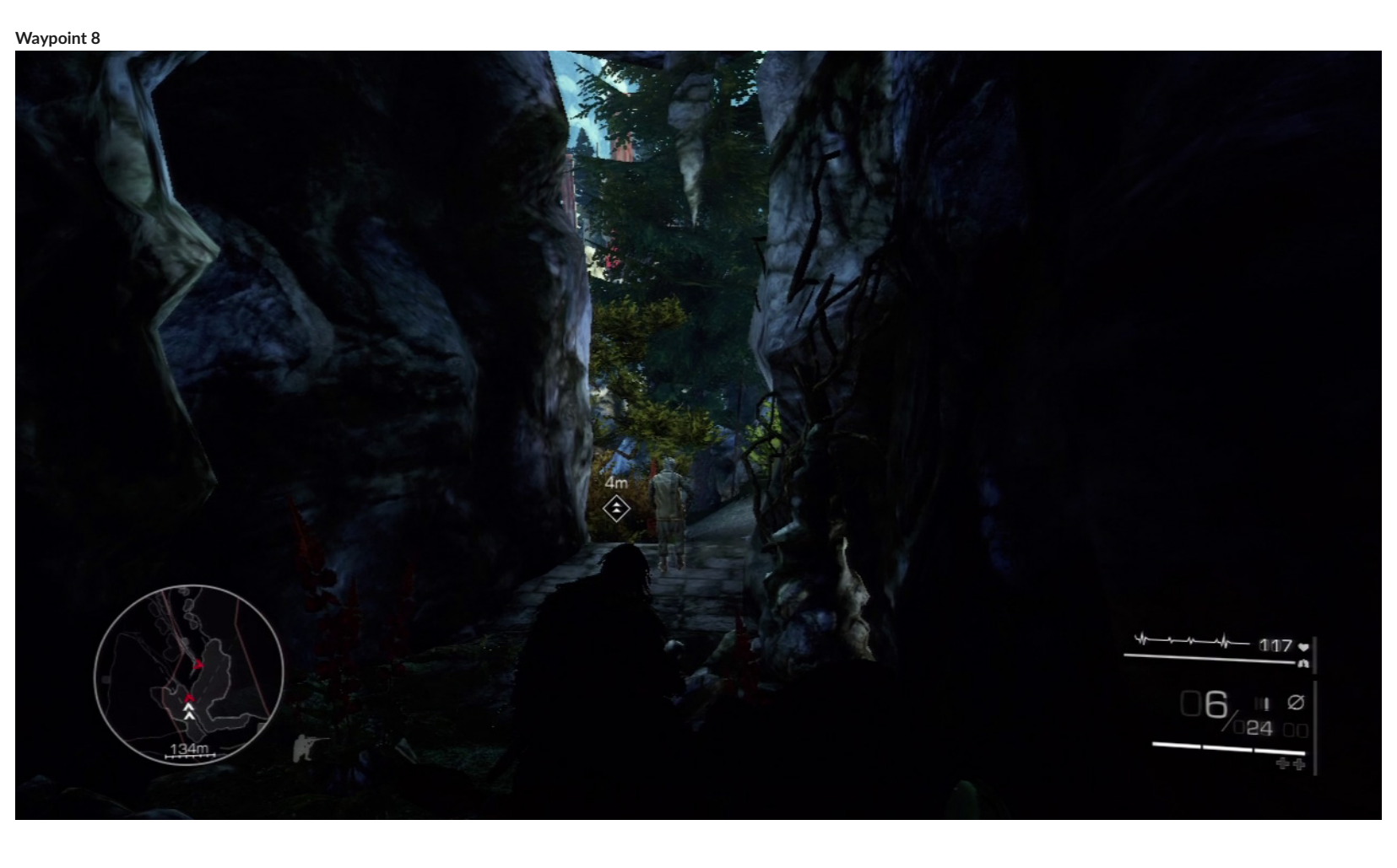


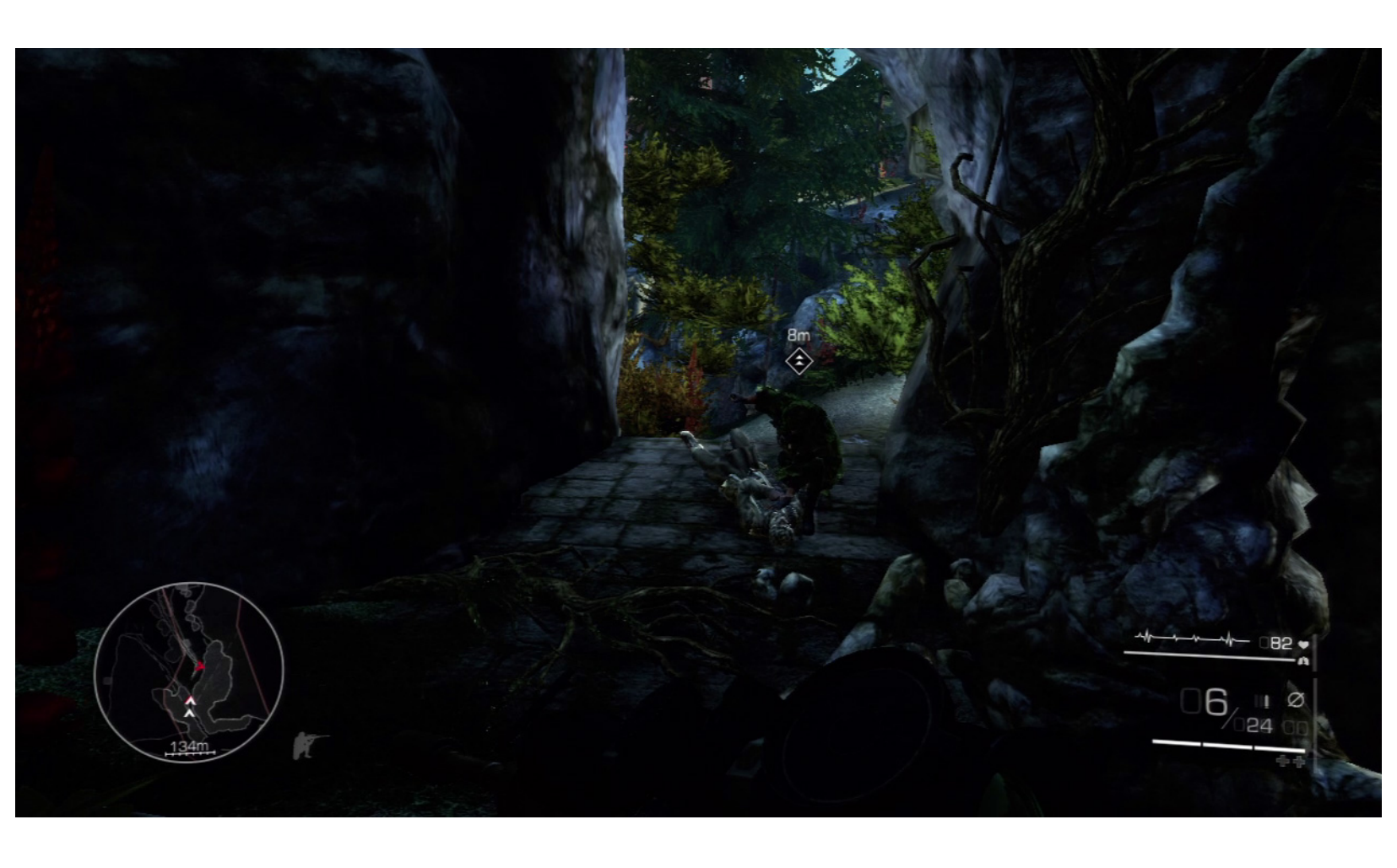
Two enemies are planting explosives on the cave opening when you arrive. Diaz sights the enemy on the left. It's your job to finish the one on the right before they complete their demolitions task.

Mission 9: Bad Karma

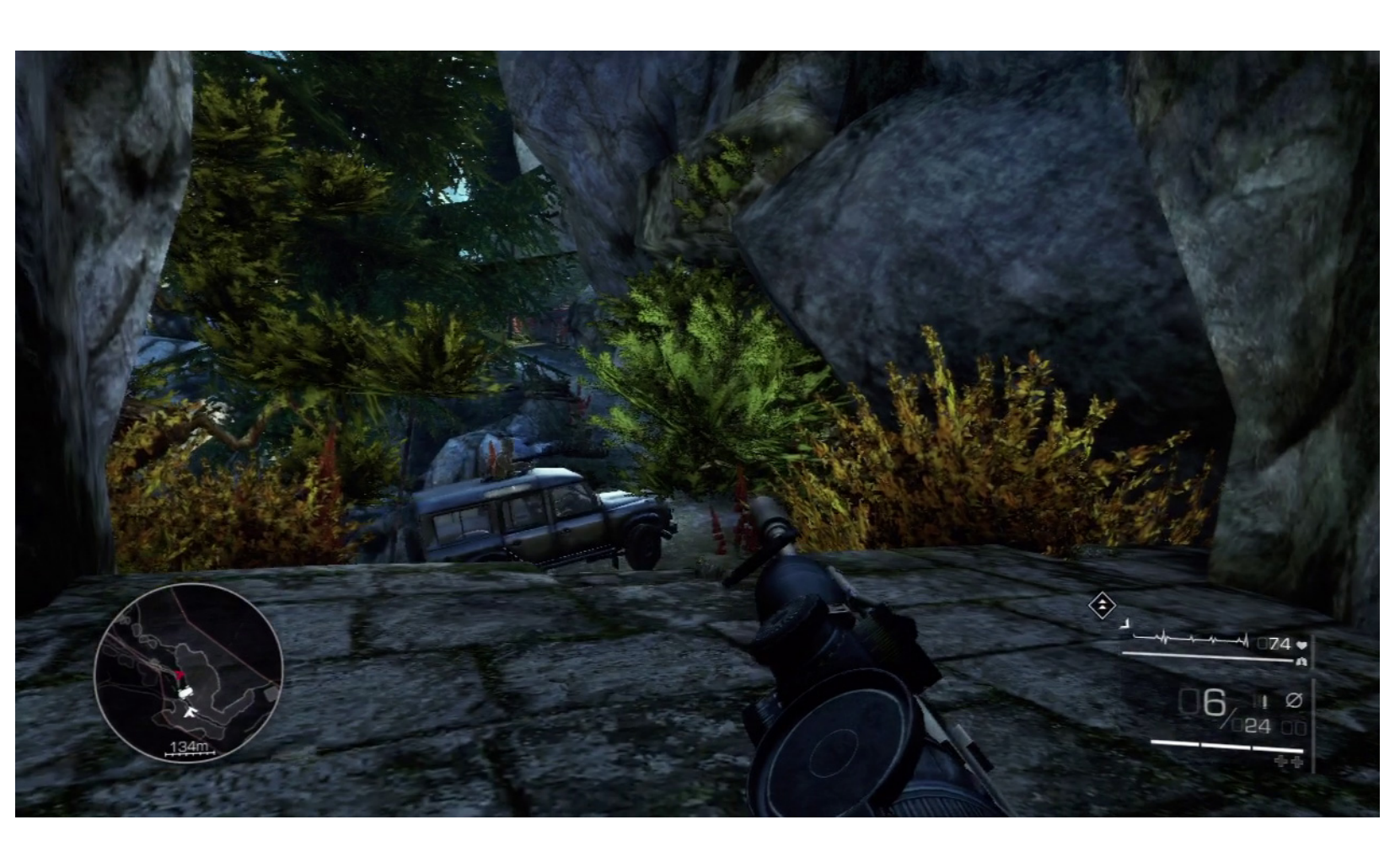
9-3 Waypoints 8-11

Waypoint 8

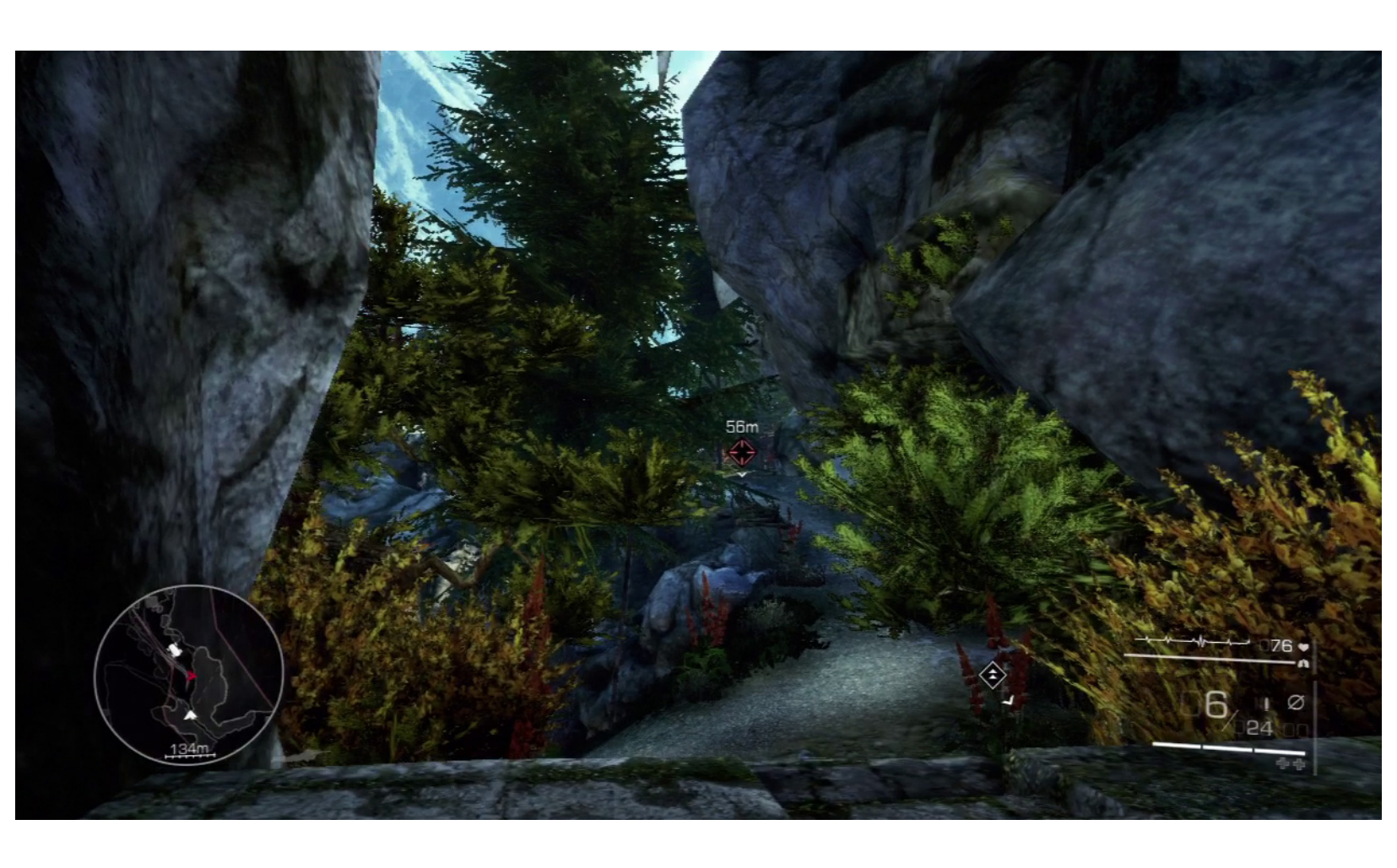


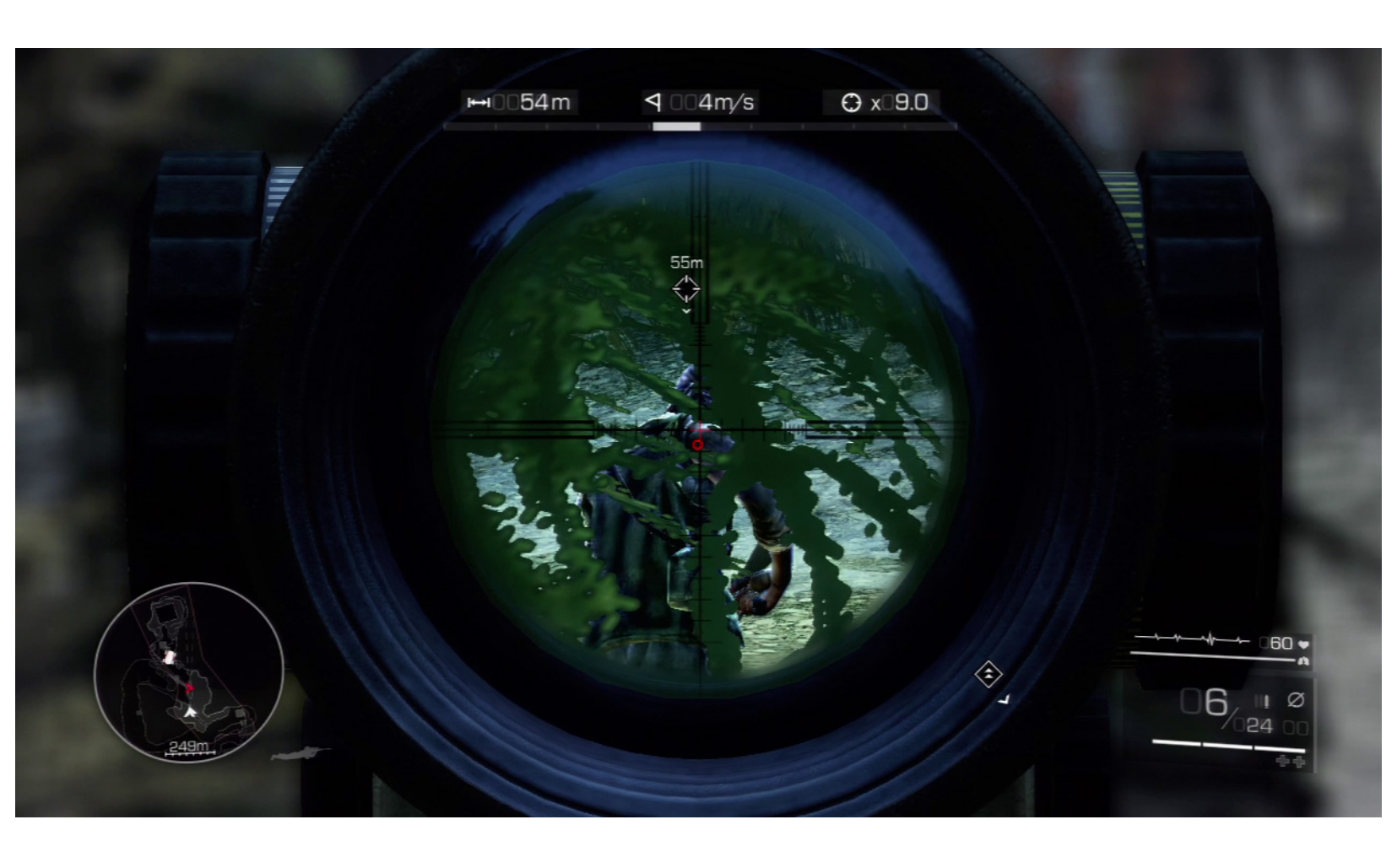


Move through the cave with Diaz. When you near the exit, Diaz takes point and stealth kills the guard near the road. As he drags the body back into the shadows, drop prone and stay hidden.



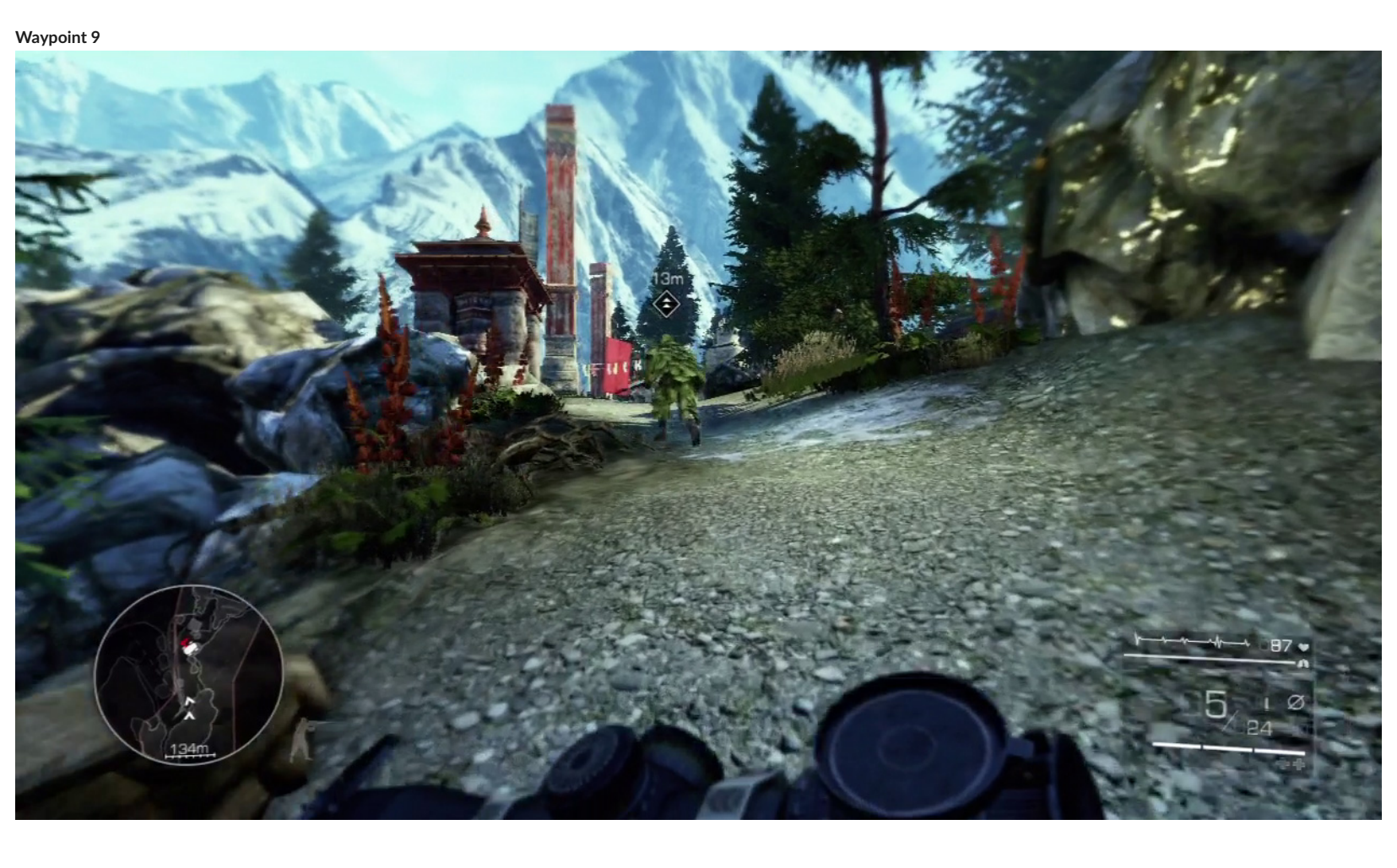
An enemy vehicle will drive past the cave exit. Don't let them see you and the vehicle will drive up the road to the checkpoint at the top of the hill.

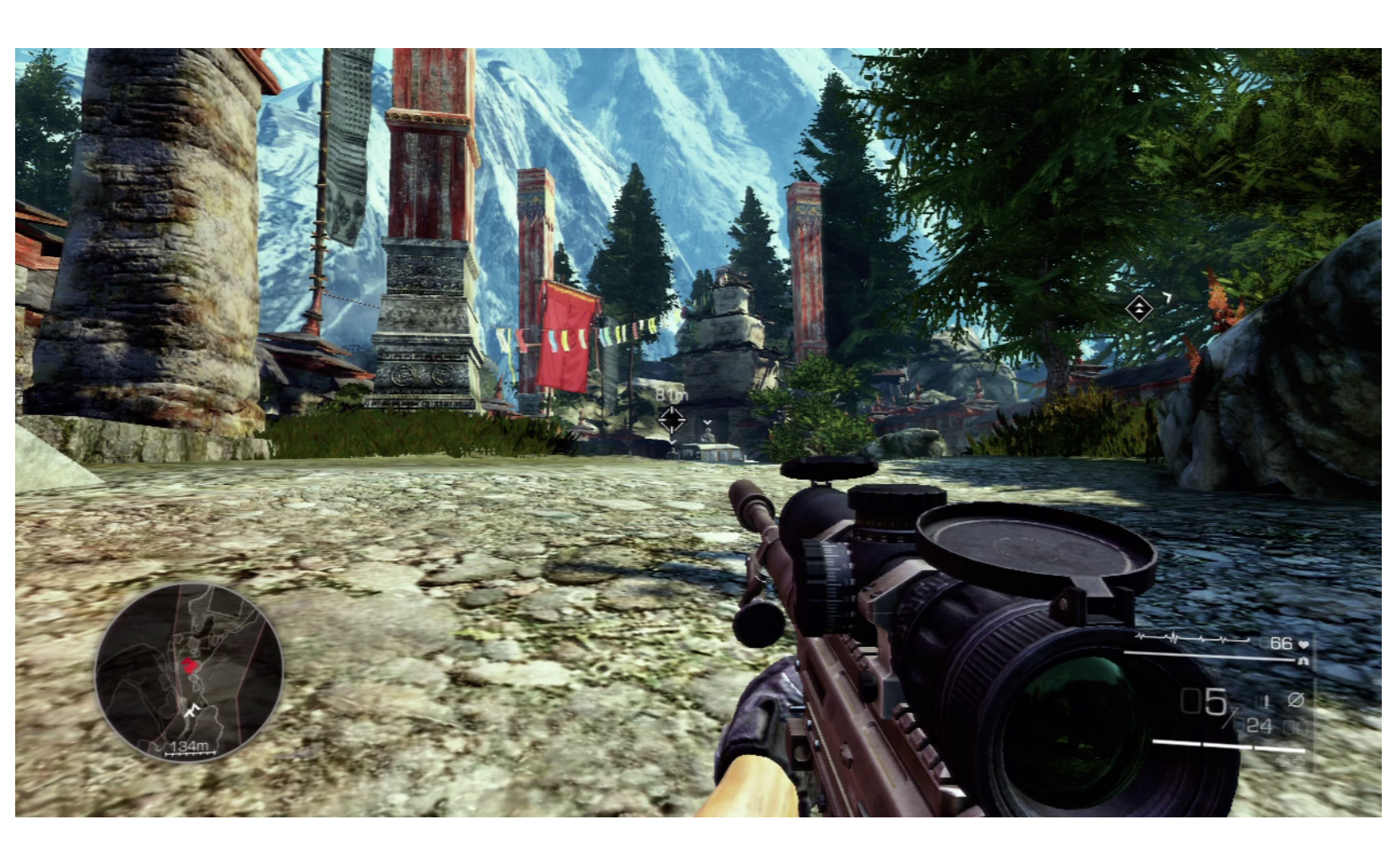




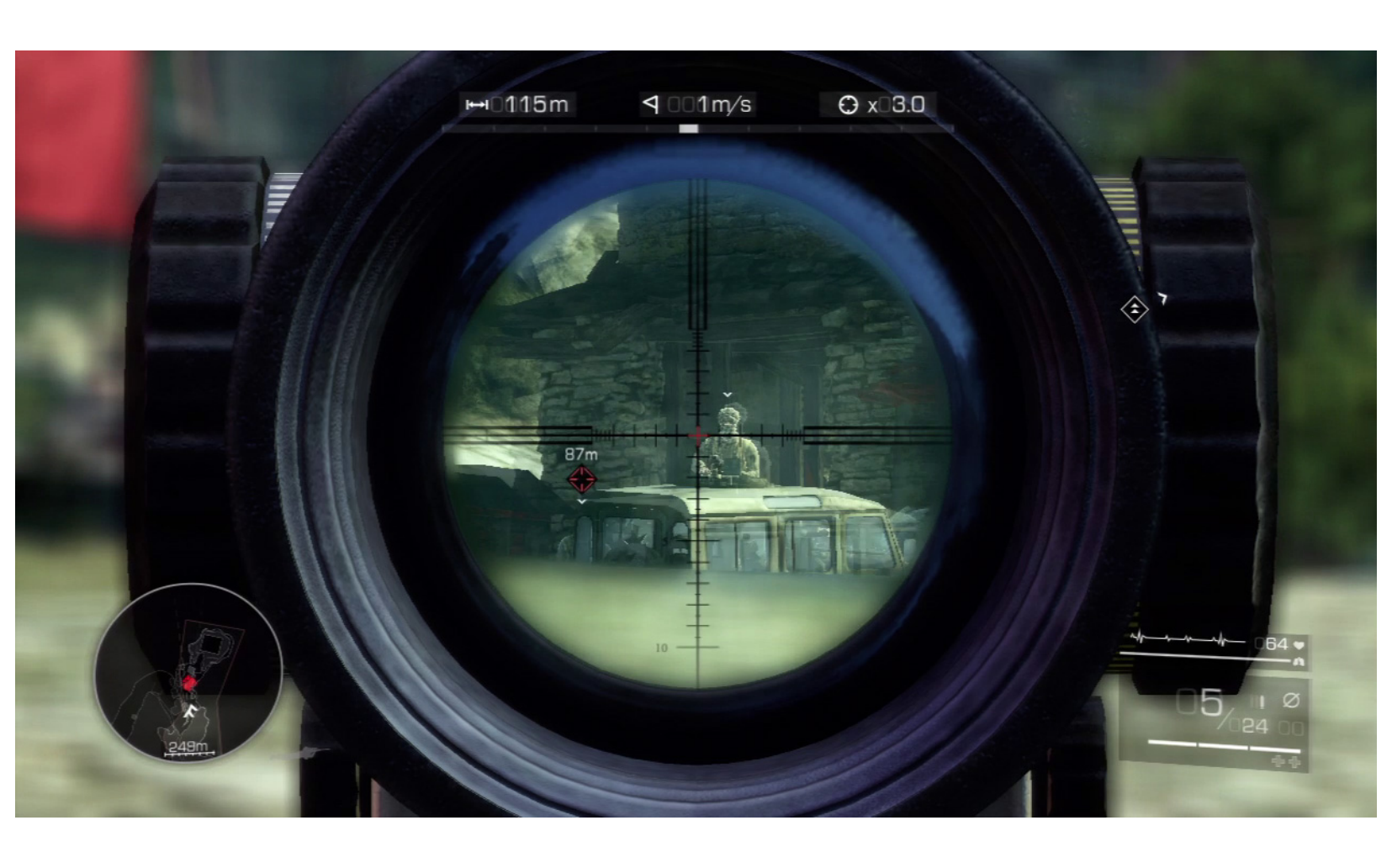
One guard patrols the road in front of the cave. From your prone position inside the cave, zoom in on him. Once you have a shot lined up through the tree cover, drop him with a single bullet.

Waypoint 9

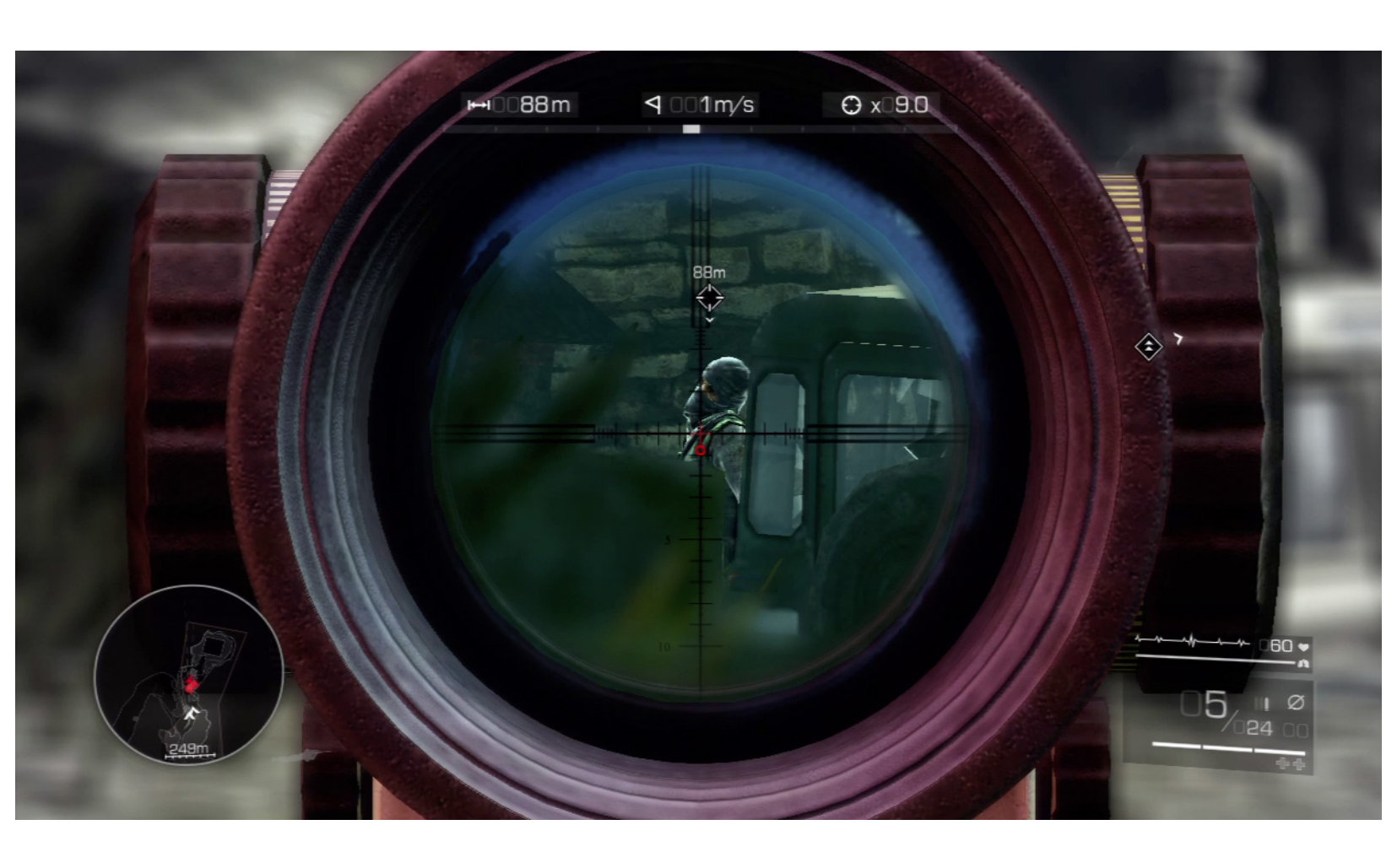


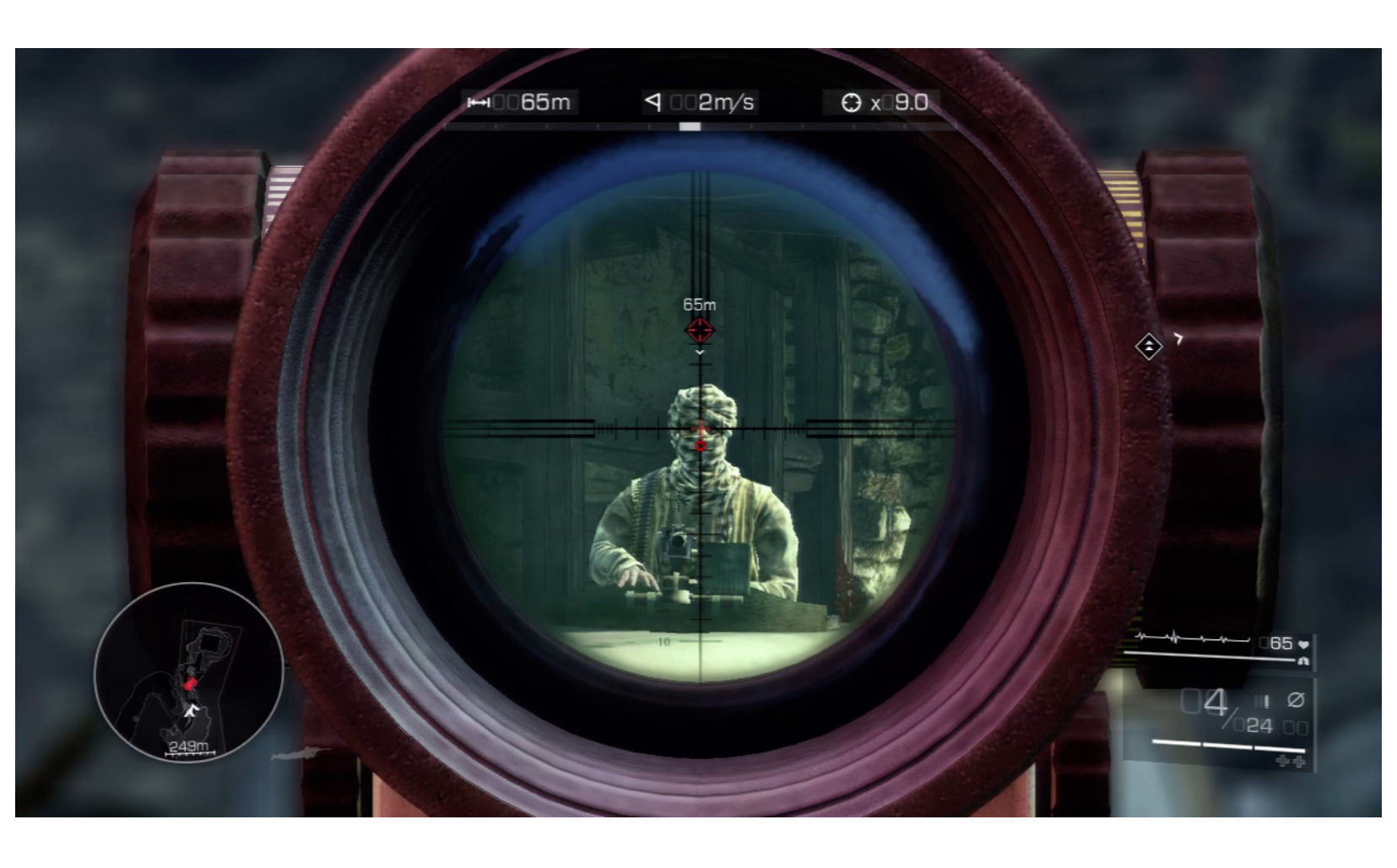


Rush up the road behind Diaz, but don't be too careless or you'll run into the enemy checkpoint at the top of the hill. Veer off to the left and drop prone near where the hill crests.



If you stay out of sight, the machine gunner in the vehicle won't take aim at you. Slowly creep up along the ridge until you can spot the vehicle and the foot soldier next to it.

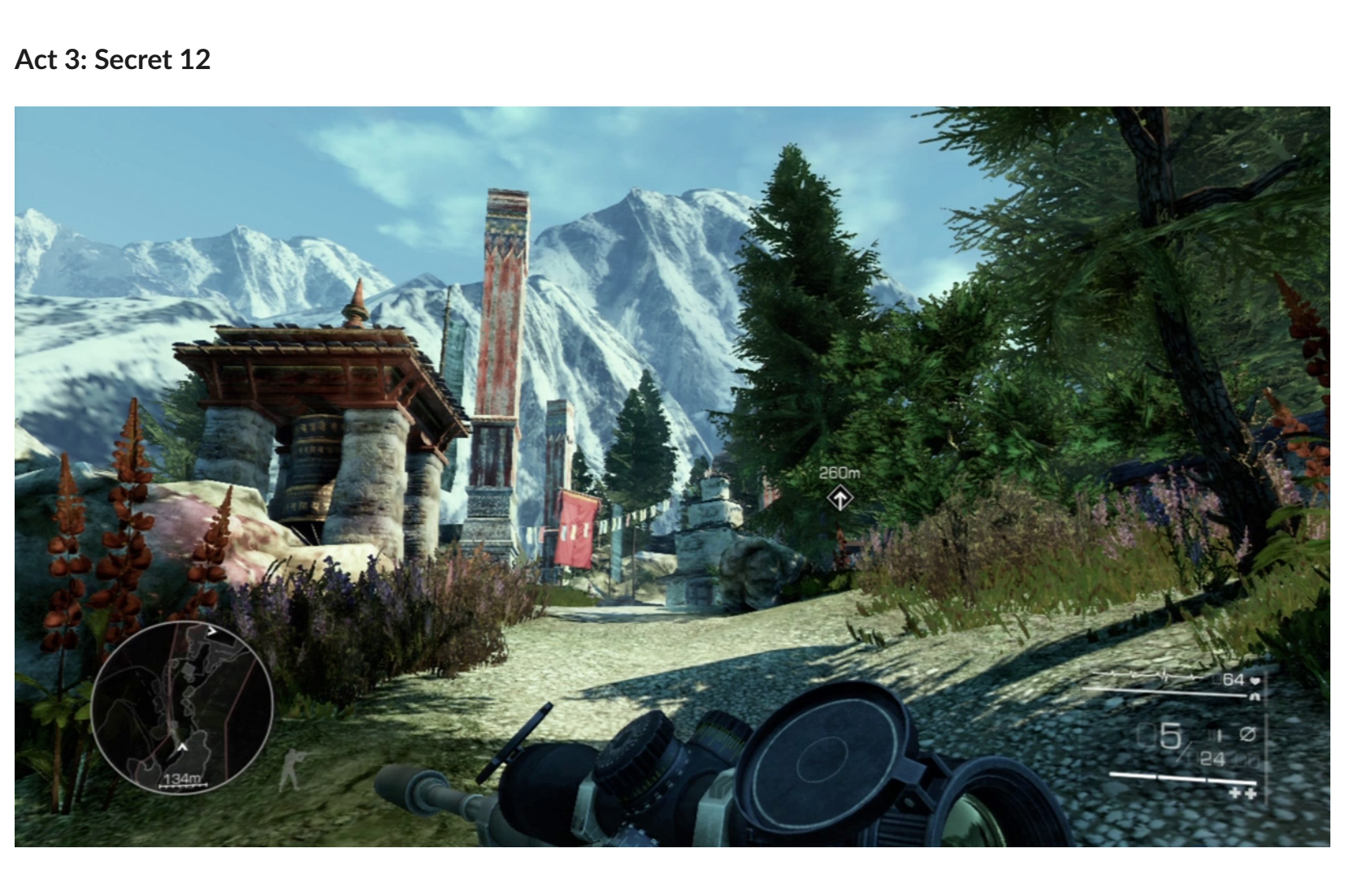




Patiently wait for the foot soldier to walk behind the vehicle. He pauses for a second; hit him behind the vehicle and the machine gunner won't notice the body fall.

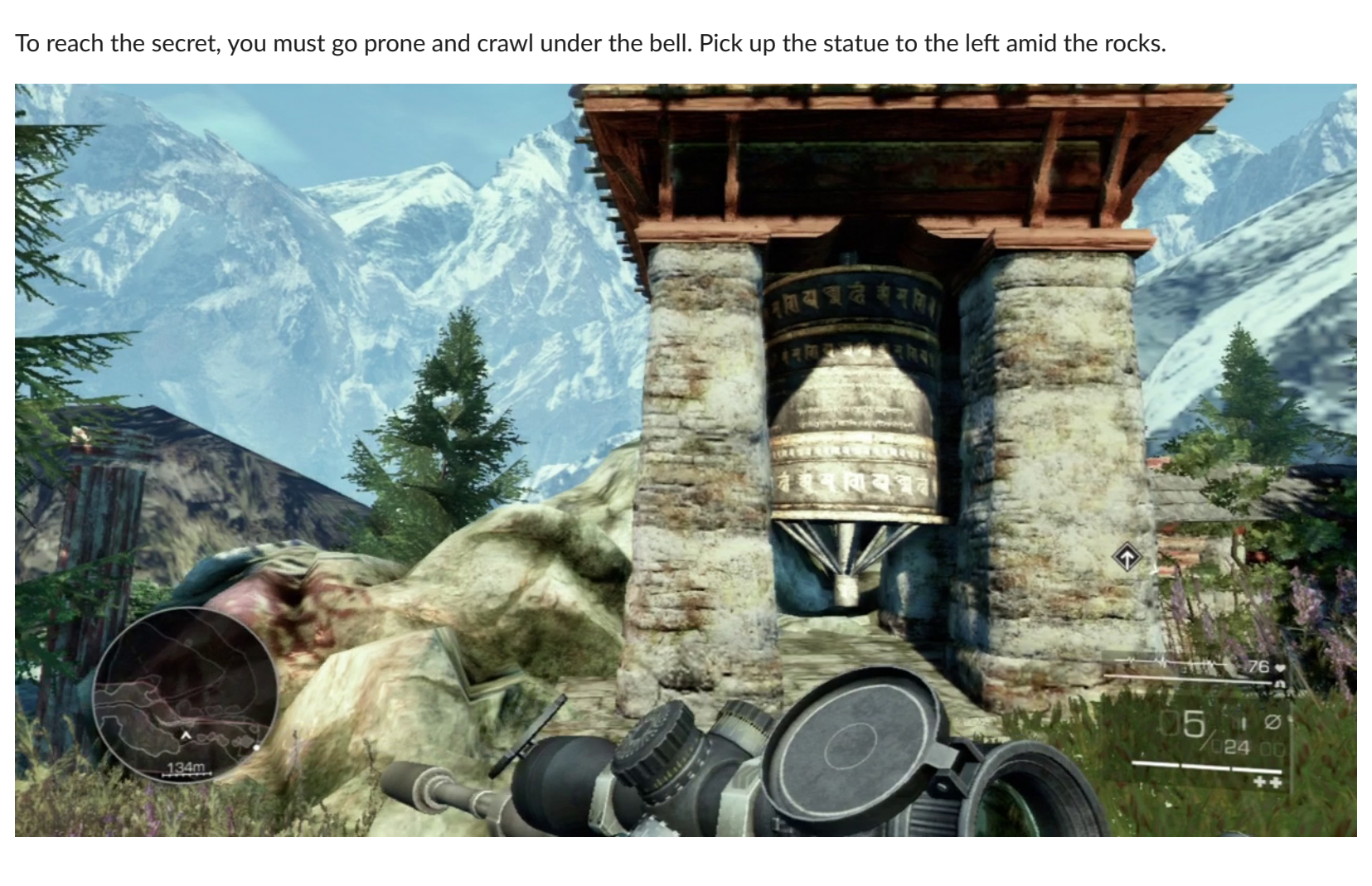
Slide your scope up to the unsuspecting machine gunner and kill him with a bull's-eye to the face.

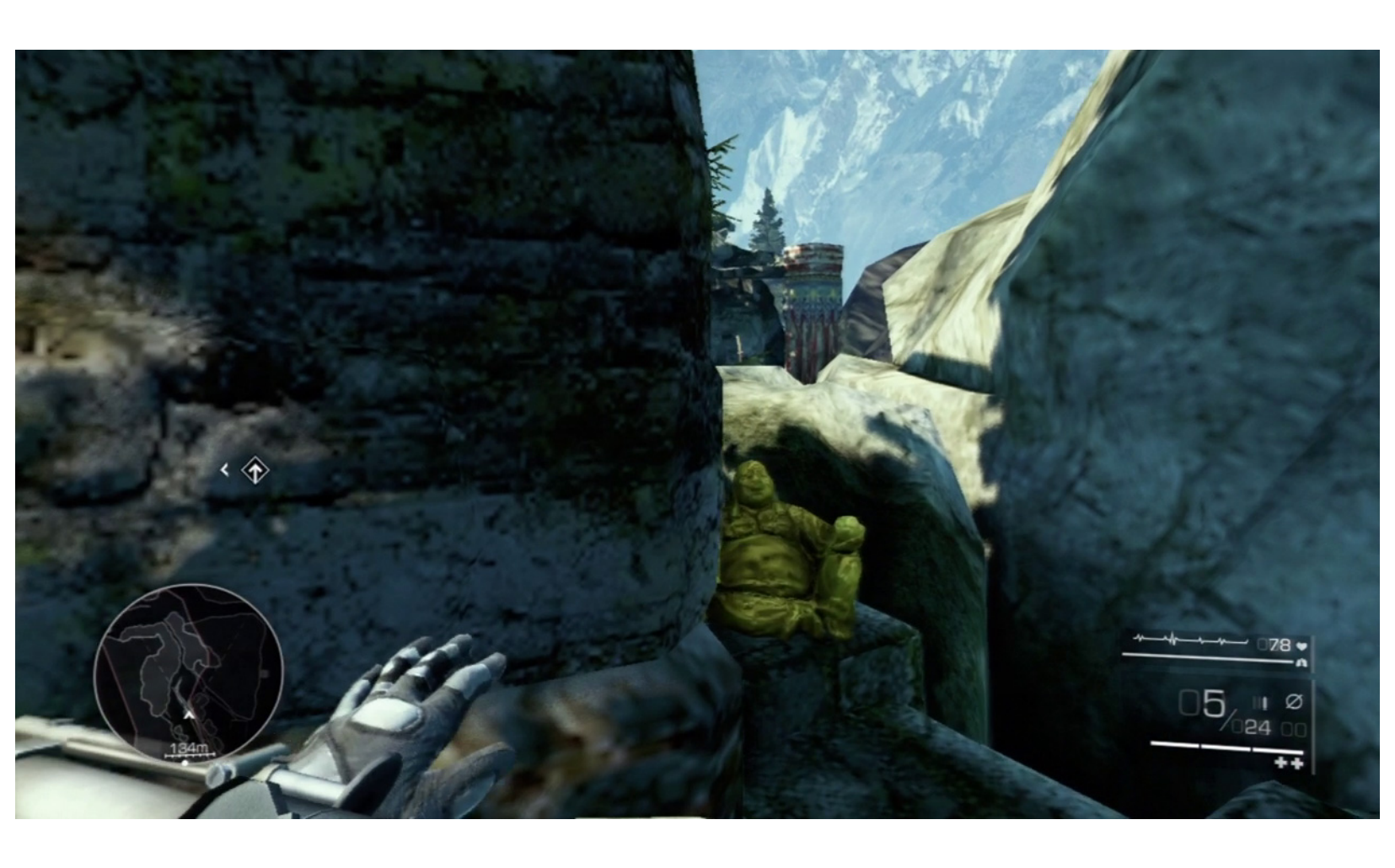
Act 3: Secret 12



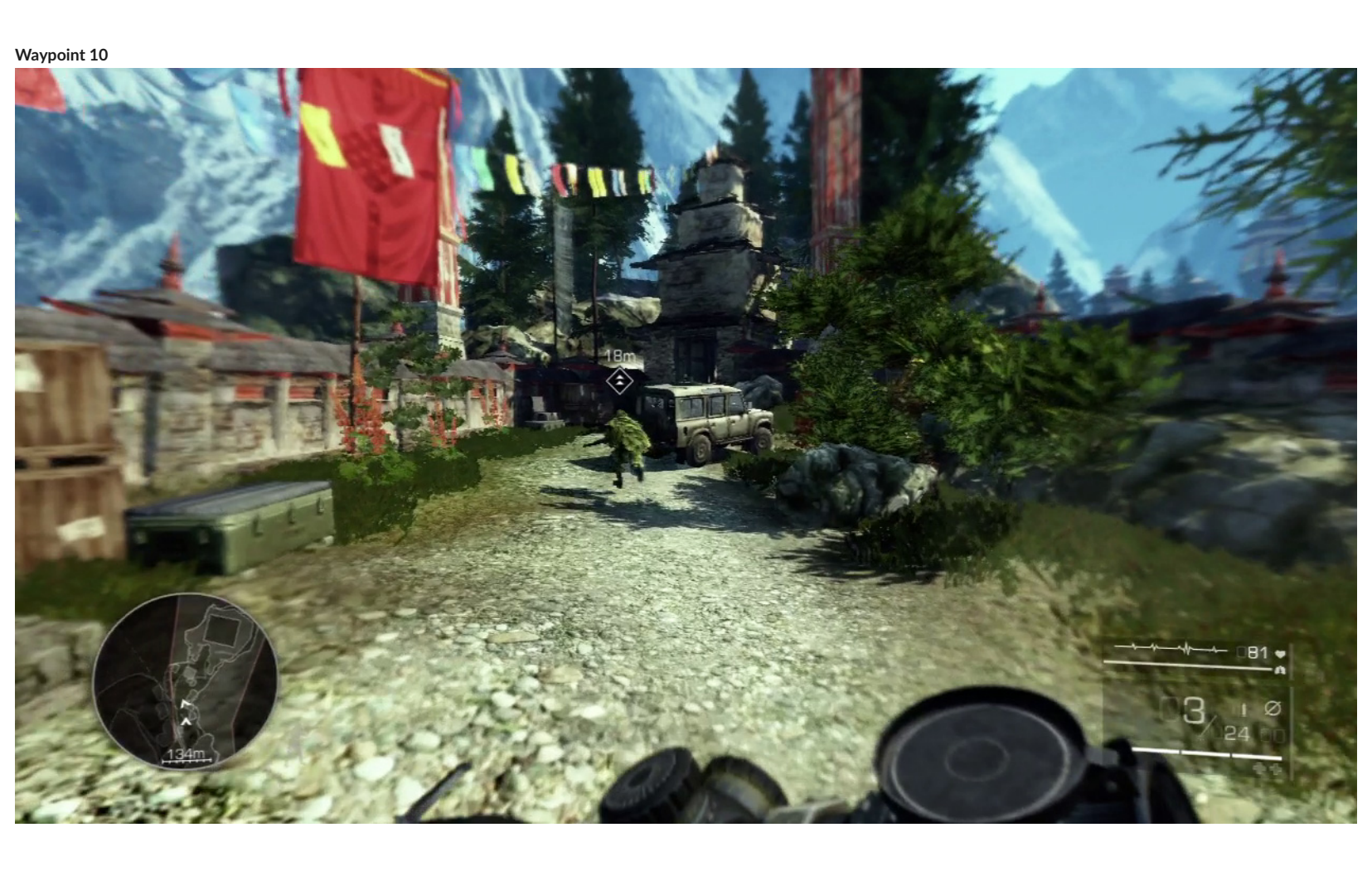
To gain the last secret for the mission, you first have to defeat the machine gunner in the vehicle and his partner. After you've killed those two enemies, look for the bell to the left of the spot where you sniped your foes.

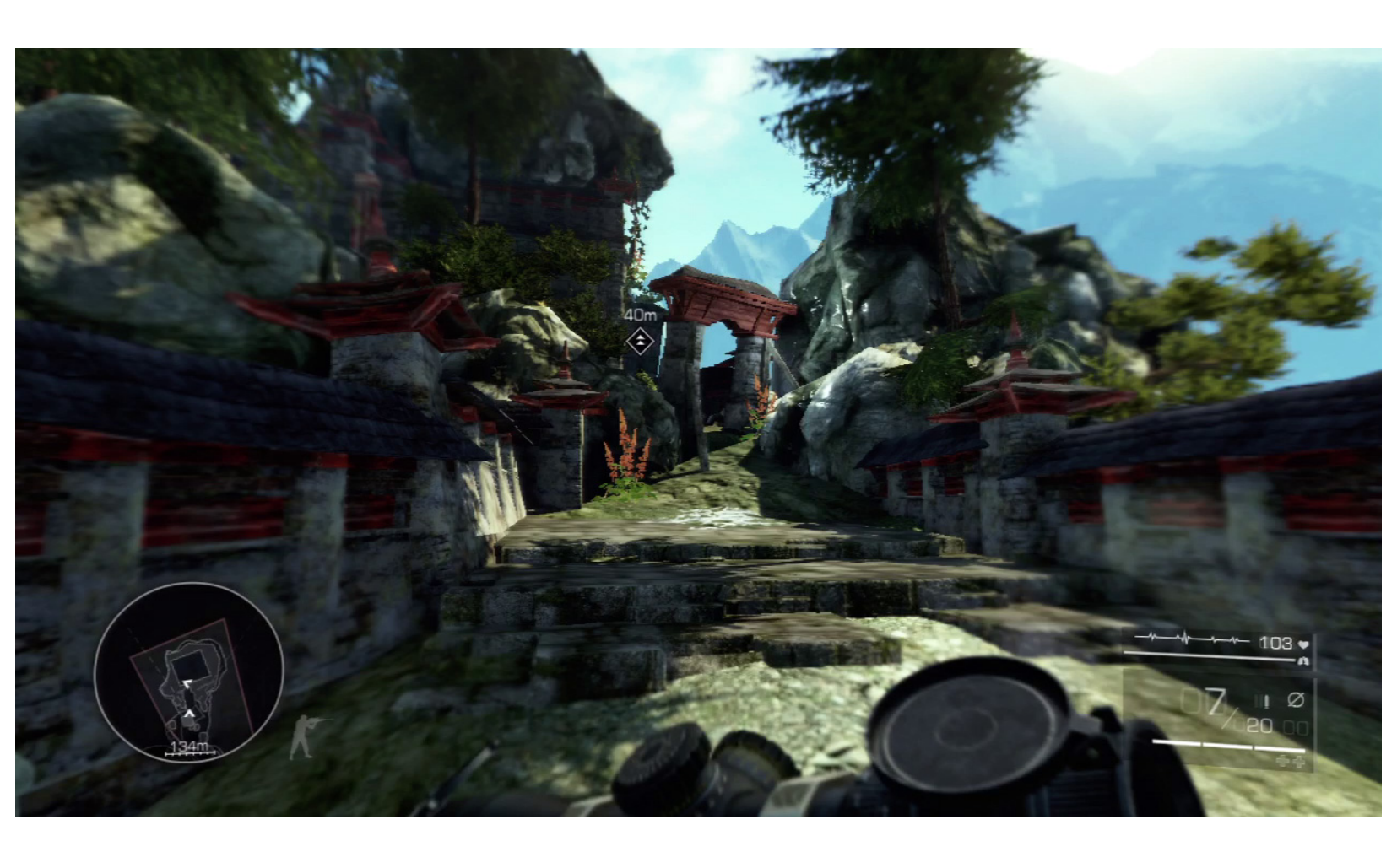
To reach the secret, you must go prone and crawl under the bell. Pick up the statue to the left amid the rocks.



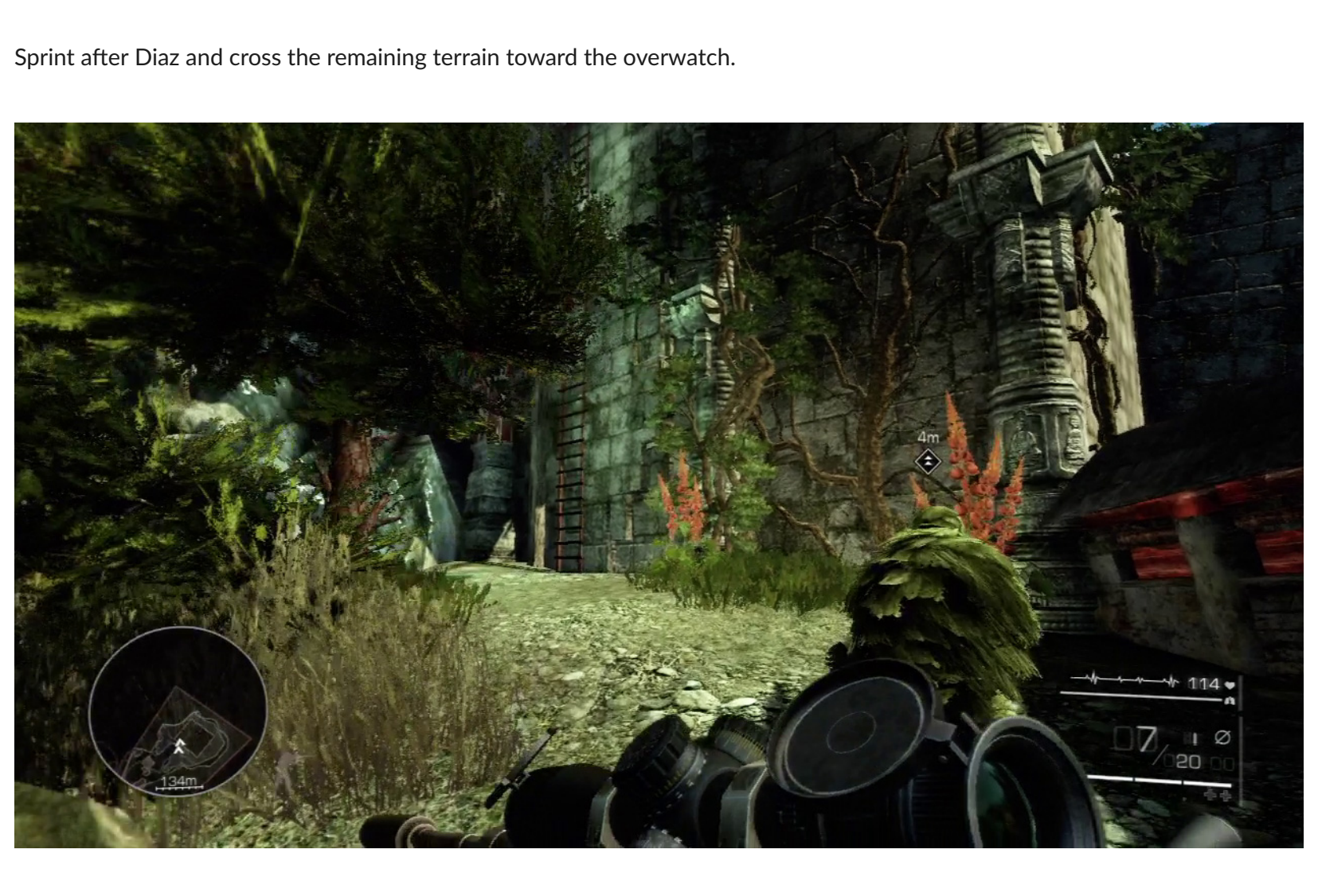


Waypoint 10



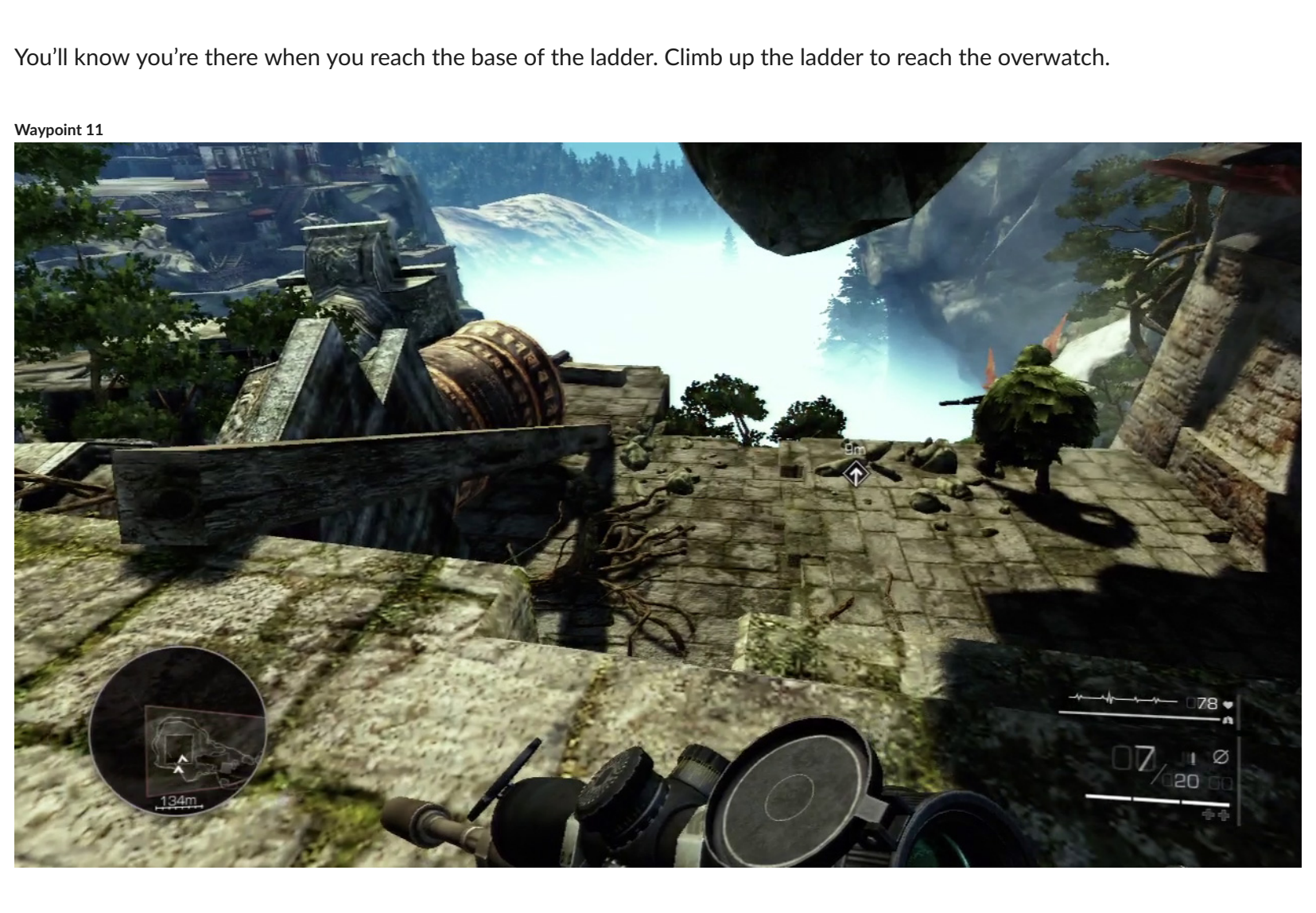


Sprint after Diaz and cross the remaining terrain toward the overwatch.



You'll know you're there when you reach the base of the ladder. Climb up the ladder to reach the overwatch.

Waypoint 11



Join Diaz on the overwatch and survey the meeting place across the divide. You're tasked with supporting the assault team when Merinov's helicopter arrives and they close on the bio-agent.

WHEELER: You have a visual on Merinov?

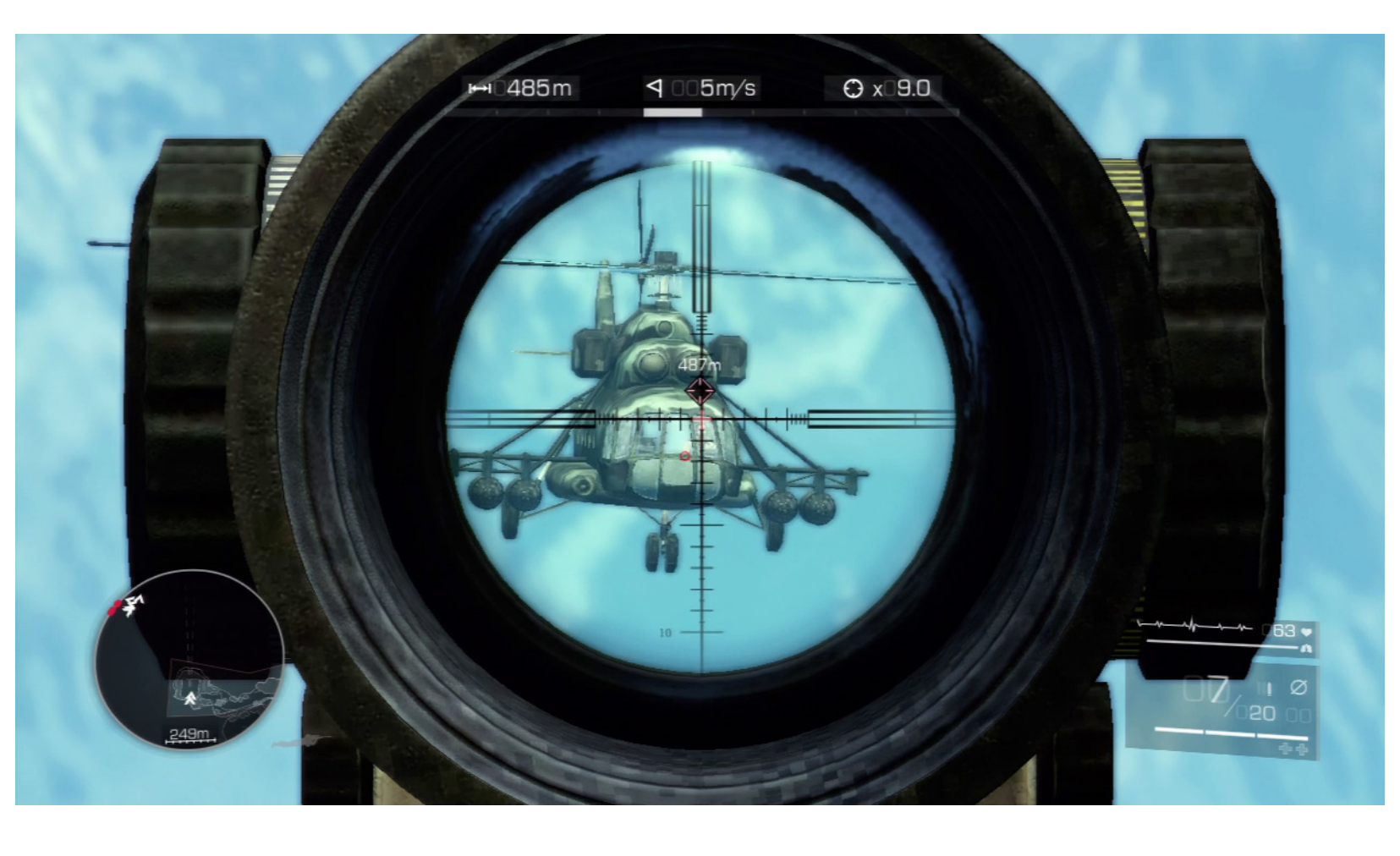
Merinov exits the chopper and begins the handoff with Hassan. However, a major wrinkle surprises the team—Maddox is alive! Your bullet didn't kill him in Sarajevo; he is still partners with Merinov.

Unfortunately, Maddox notices the sunlight reflect off your sniper rifle and raises the alarm.

Merinov's men launch an immediate counterattack to disrupt your assault. A missile shatters the overwatch and throws you back.

When you regain your senses, Merinov and Maddox have taken off in the helicopter with the bio-agent. They have no intentions of leaving right away, though. They want you!

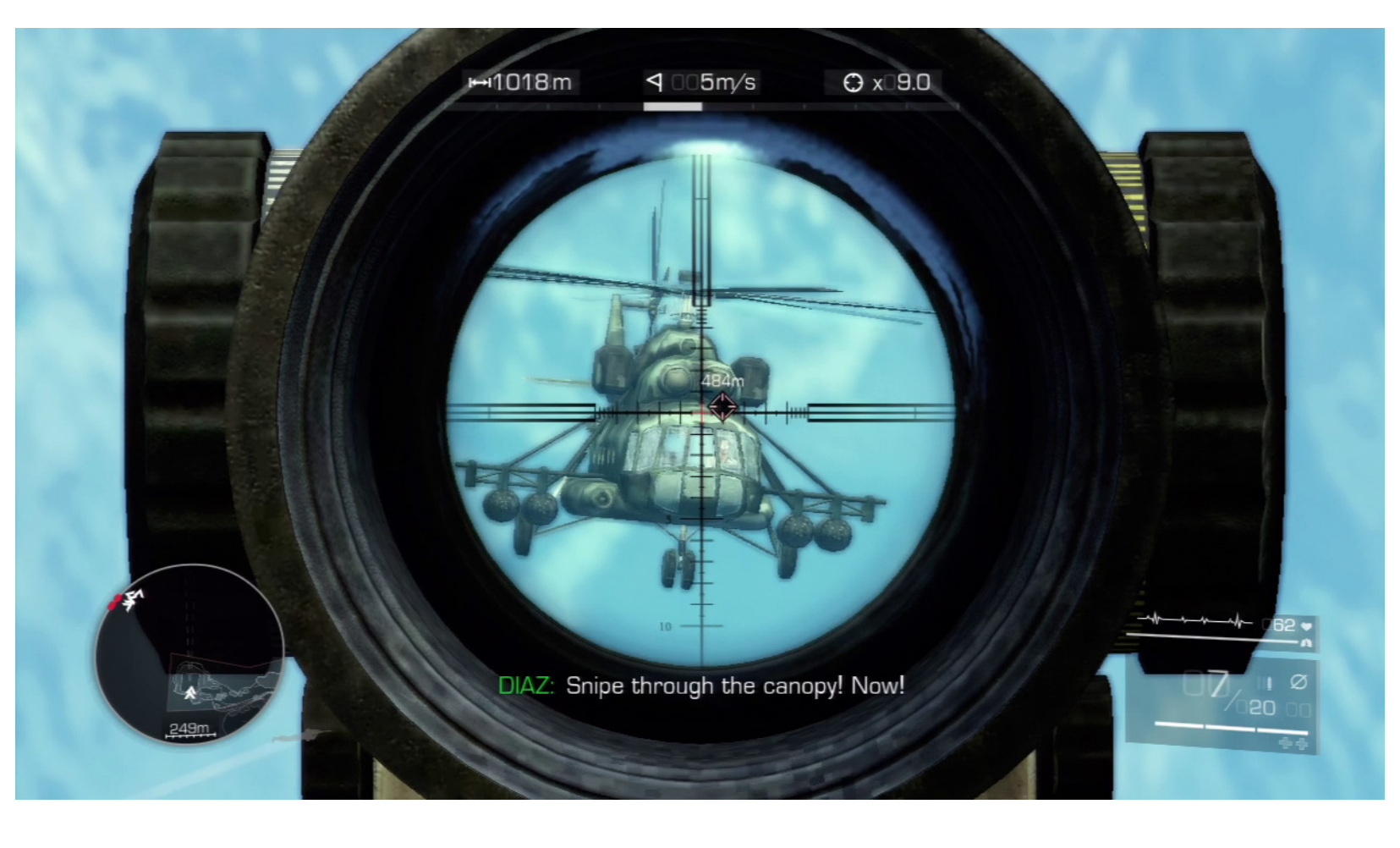
Expert Mode

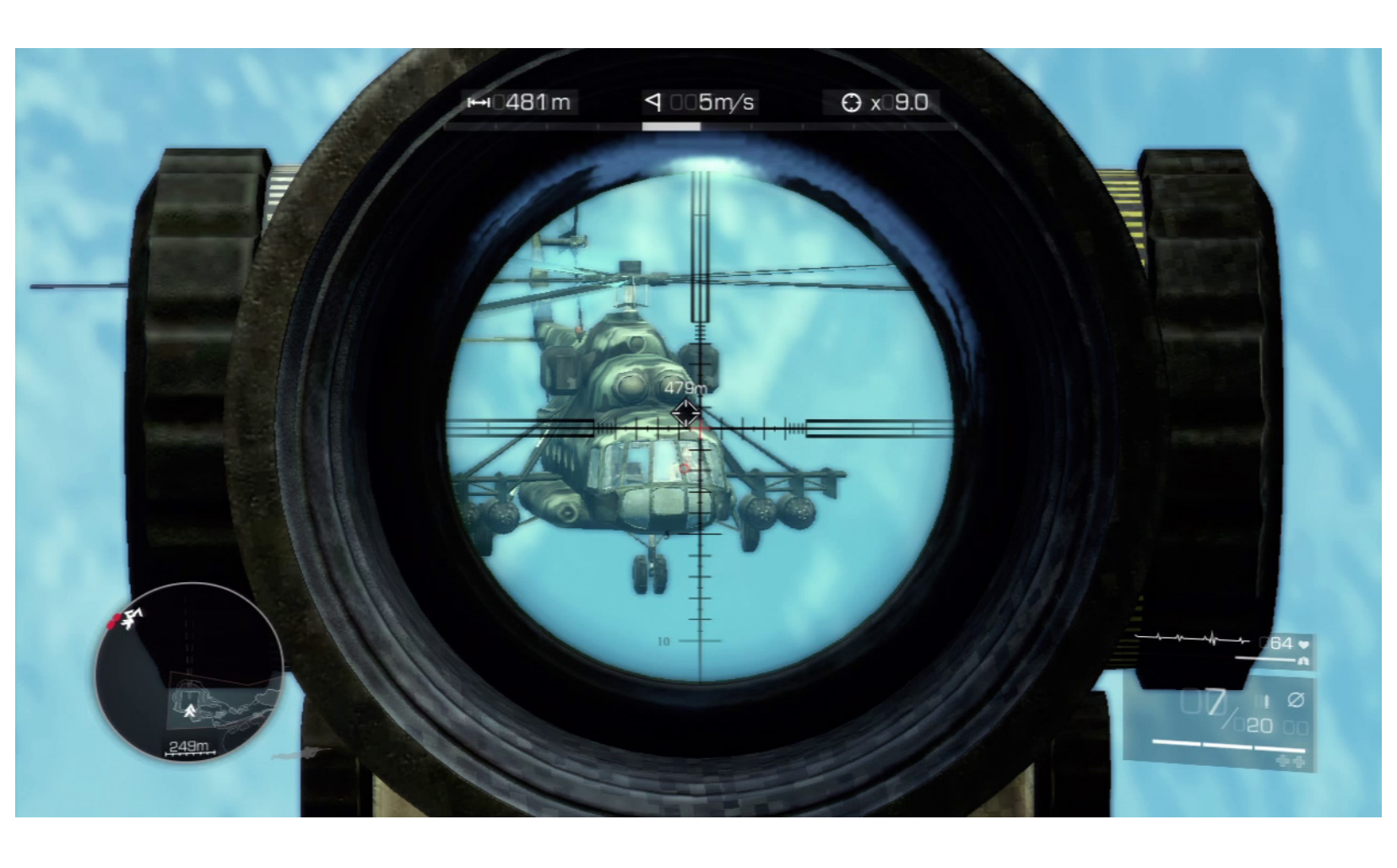


- Distance: Approximately 485 meters
- Wind: 5 meters/second (blowing left)
- Magnification: 9x

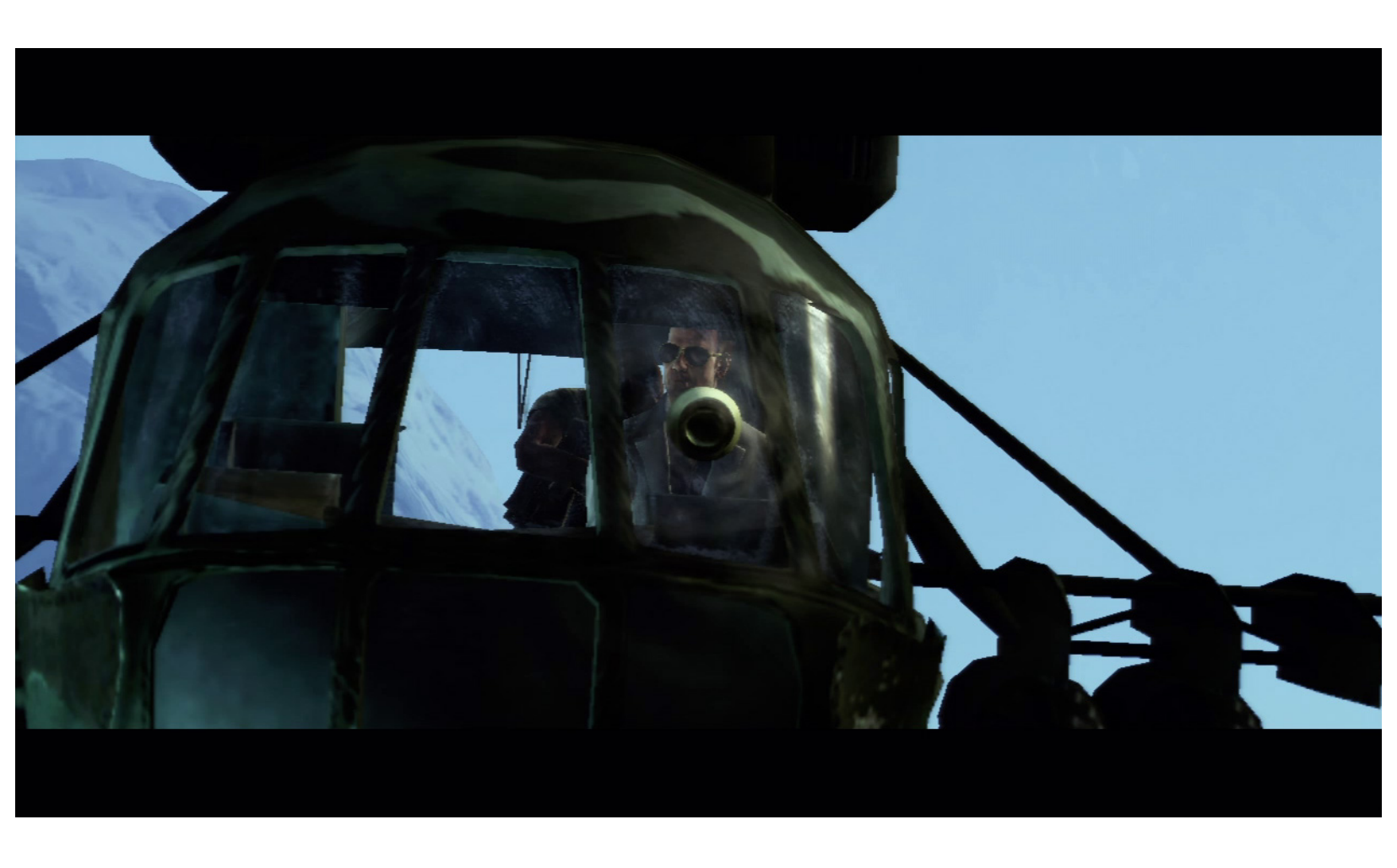
You have very little time to kill Merinov and down the chopper, so make your one shot count. Gravity pulls the bullet down two reticle lines, and wind pushes the bullet almost one full reticle line to the left.

Aim for Merinov through the canopy glass and make your shot count.


DIAZ: Snipe through the canopy! Now!

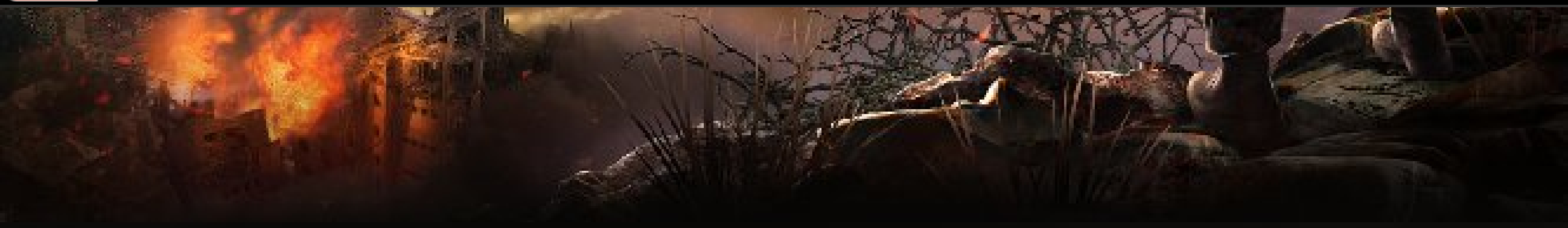


The chopper will kill you in seconds! Adjust your shot as the helicopter nears and take a deep breath to slow down time for the best shot through the chopper's windshield.



You can barely make out Merinov piloting the chopper; aim for Merinov's chest and kill him before he kills you. If your aim is true, Merinov dies and the chopper spins out of control.

Alas, Maddox manages to save the chopper from complete disaster. You'll have to hunt him and the bio-agent down in the final mission.



Mission 10: No Loose Ends

10.1 Overview

Click here for interactive map

Mission Overview

Only Maddox and a few dozen enemies remain. It's time to finish your mission once and for all, and to do that, you must go up against your former friend and partner.

If you can out-duel Maddox and prove that you're the best sniper on the field, you can bring this nightmare to a close and recover the bio-agent.

You'll have one last chance to collect any achievements you may have missed before now, including "Nemesis" (kill Maddox), "Laugh This Off" (kill Maddox with your first bullet), and "In Search of Enlightenment" (collect all secrets in Act 3).

Objectives

- Follow Diaz.
- Eliminate enemies at the bridge.
- Follow Diaz.
- Blow up the fuel tank.
- Follow Diaz.
- Follow Maddox's trail.
- Assist Diaz.
- Follow Diaz.
- Blow up the fuel canisters.
- Follow Diaz.
- Eliminate the mortar teams.
- Eliminate the elite snipers.
- Eliminate Carl Maddox.

Mission 10: No Loose Ends

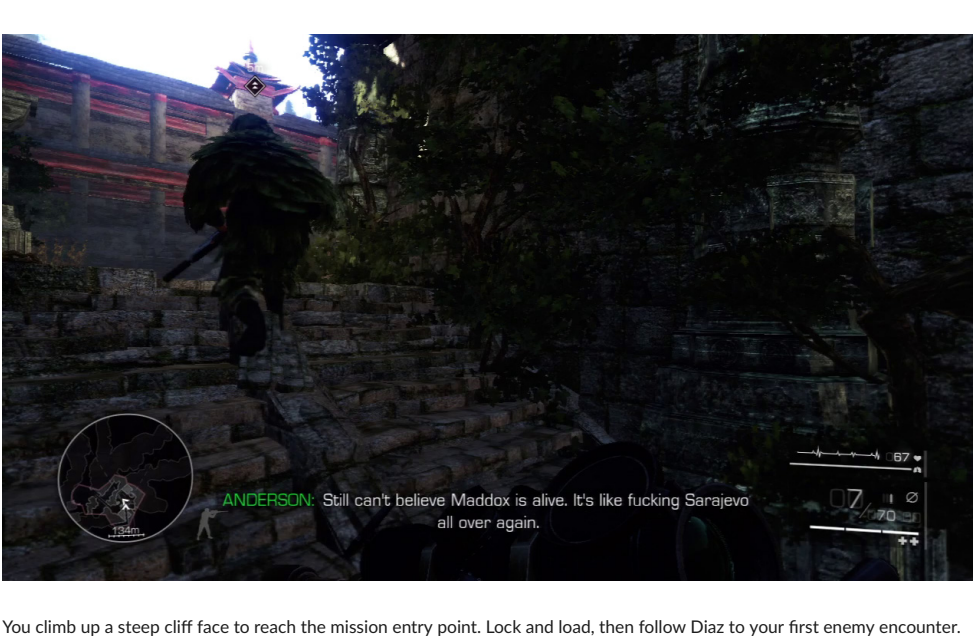
10.2 Waypoints 1-7

Video is restricted

Waypoint 1

NEW OBJECTIVE
FOLLOW DIAZ

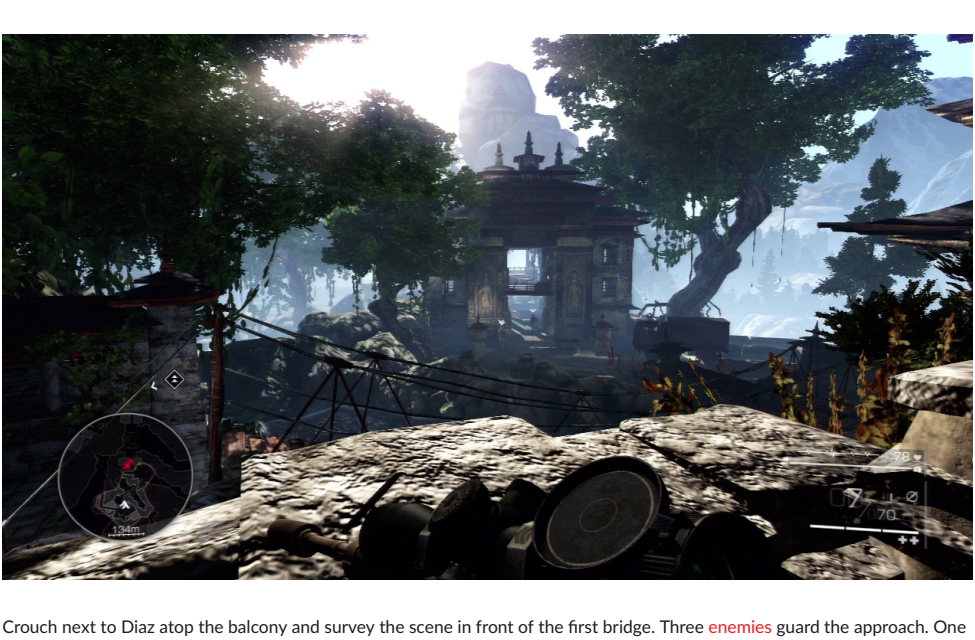
DIAZ: Okay, let's move out. We're on a ticking clock here. Literally.



ANDERSON: Still can't believe Maddox is alive. It's like fucking Sarajevo all over again.

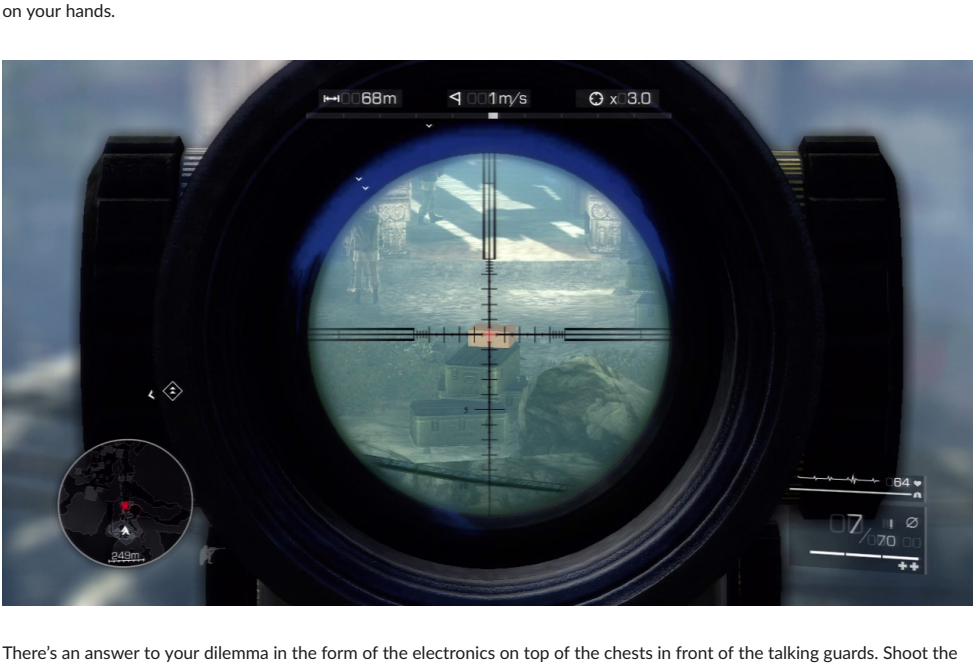
You climb up a steep cliff face to reach the mission entry point. Lock and load, then follow Diaz to your first enemy encounter.

Waypoint 2

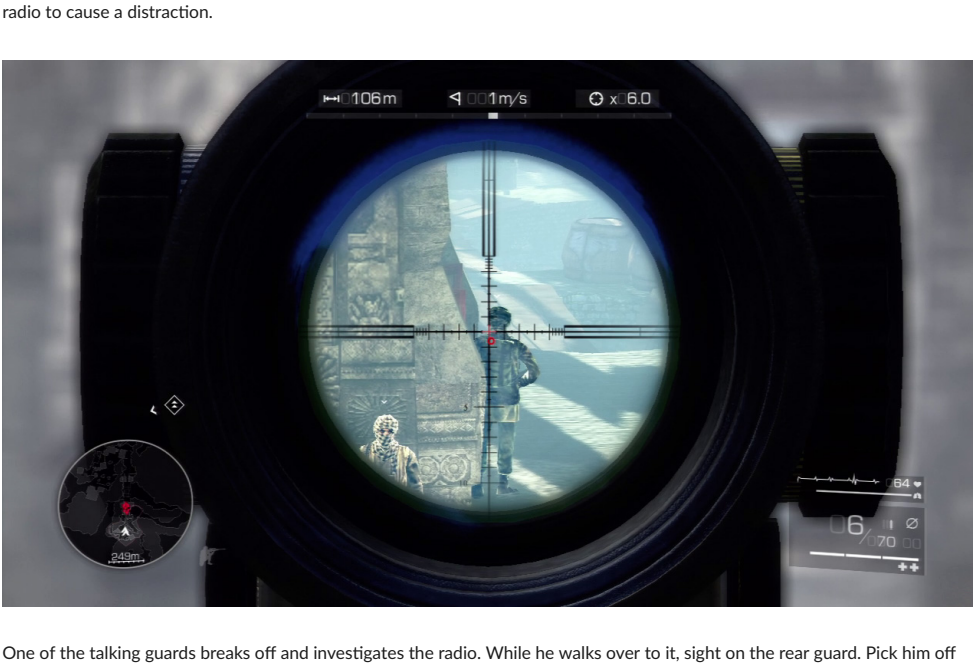


Crouch next to Diaz atop the balcony and survey the scene in front of the first bridge. Three enemies guard the approach. One walks back and forth between the distant pillars, and two talk in the foreground.

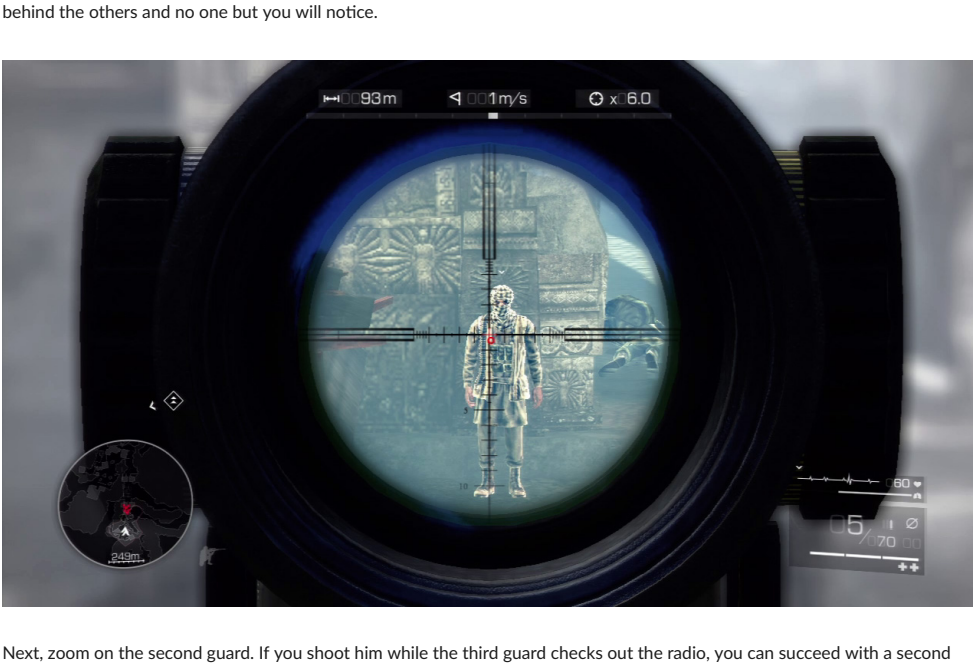
If you shoot any one of them, without a little subterfuge, the other two will go into defensive mode and you'll have a firefight on your hands.



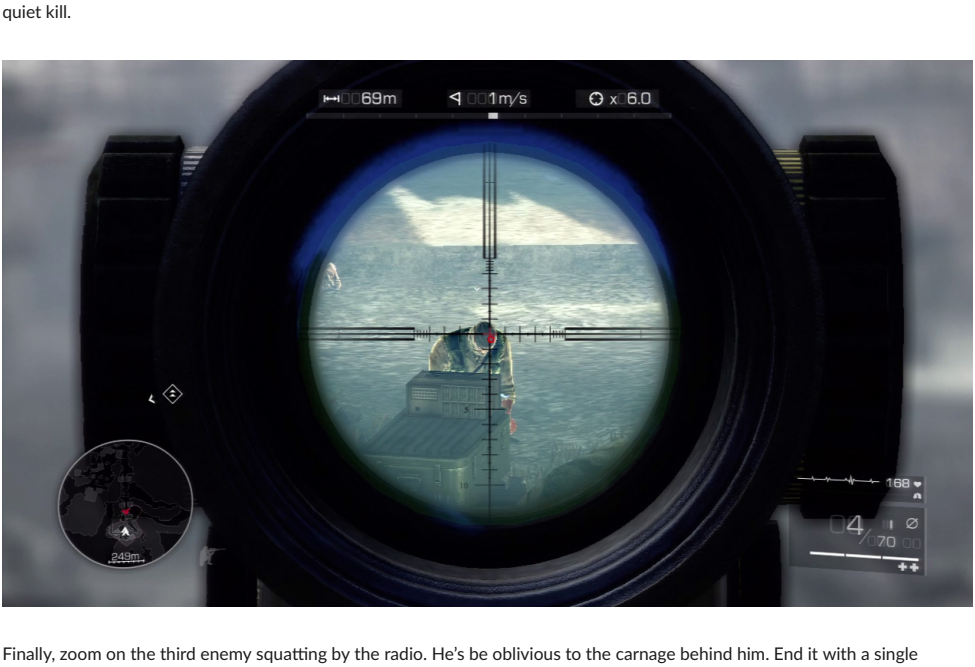
There's an answer to your dilemma in the form of the electronics on top of the chests in front of the talking guards. Shoot the radio to cause a distraction.



One of the talking guards breaks off and investigates the radio. While he walks over to it, sight on the rear guard. Pick him off behind the others and no one but you will notice.

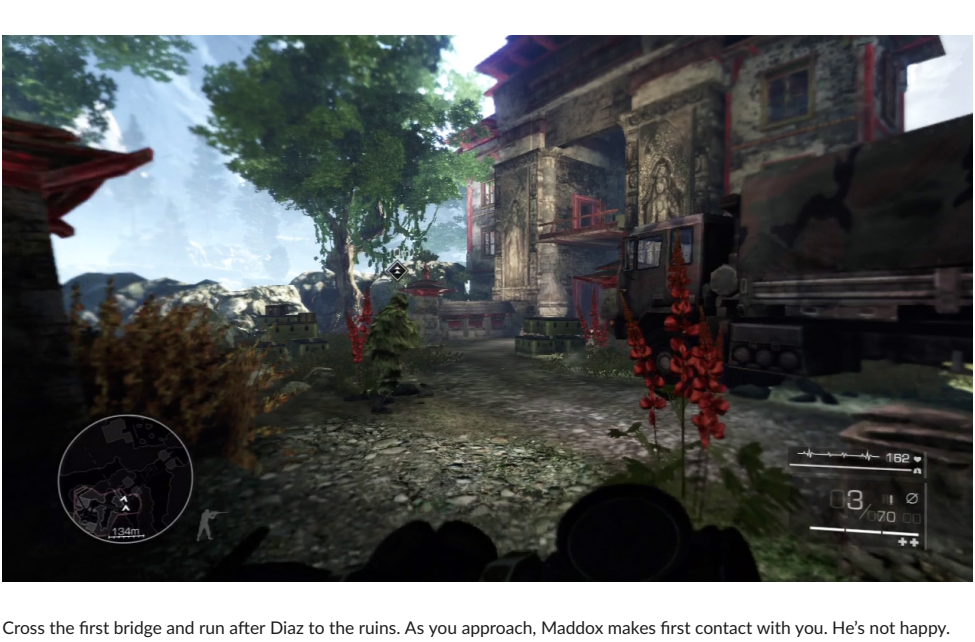


Next, zoom on the second guard. If you shoot him while the third guard checks out the radio, you can succeed with a second quiet kill.



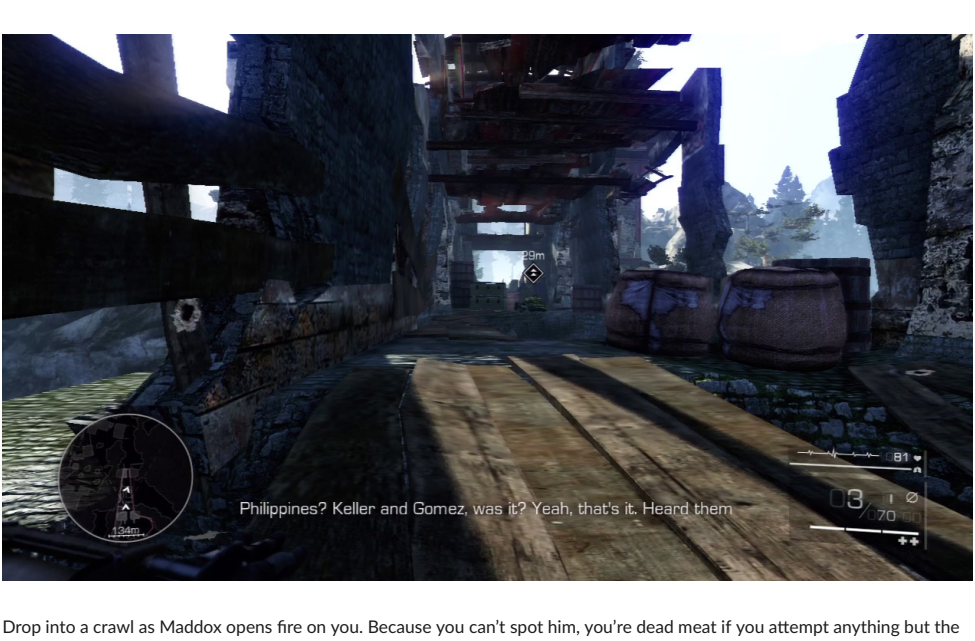
Finally, zoom on the third enemy squatting by the radio. He's be oblivious to the carnage behind him. End it with a single headshot.

Waypoint 3



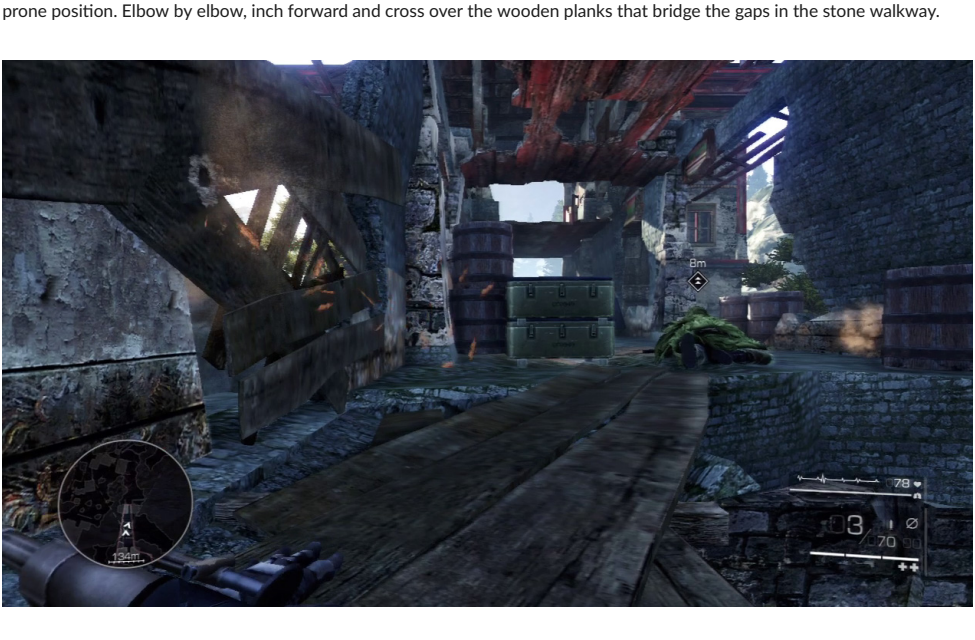
Cross the first bridge and run after Diaz to the ruins. As you approach, Maddox makes first contact with you. He's not happy.

partner? Well you choked the first time, and I don't see this time going



Philippines? Keller and Gomez, was it? Yeah, that's it. Heard them

Drop into a crawl as Maddox opens fire on you. Because you can't spot him, you're dead meat if you attempt anything but the prone position. Elbow by elbow, inch forward and cross over the wooden planks that bridge the gaps in the stone walkway.



Continue forward, even as Maddox's bullets whiz by you. One of Maddox's bullets explodes a flammable barrel near the end of your crawl. After you pass the burning barrel, you can rise to a crouch again.

PC Specific Strategy

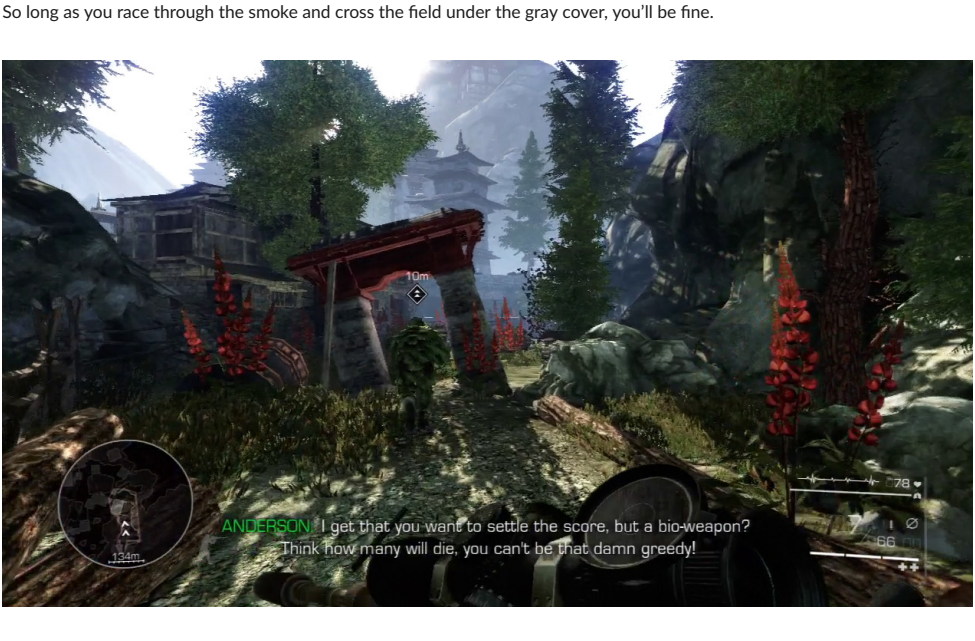
Continue forward, even as Maddox's bullets whiz by you. When you see Diaz stand up near the end of the bridge, you can rise to a crouch again.

Waypoint 4

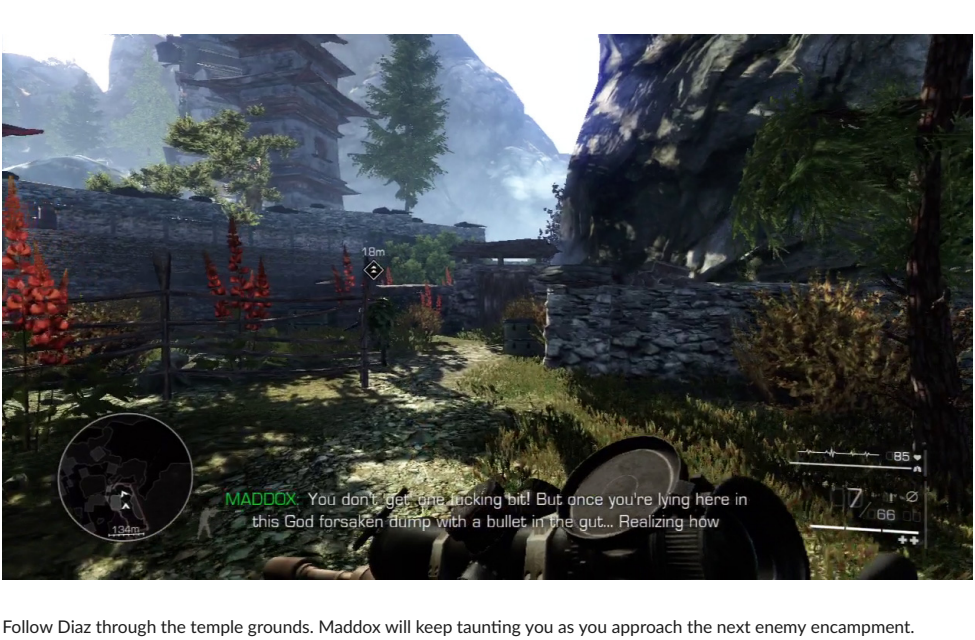
You face a big expanse at the end of the ruins. From Maddox's vantage point, he will murder you if you attempt to cross it out in the open.

Diaz has an idea and lobs a gas canister ahead. When you see the smoke billowing up, hop the sandbags and sprint after Diaz.

So long as you race through the smoke and cross the field under the gray cover, you'll be fine.



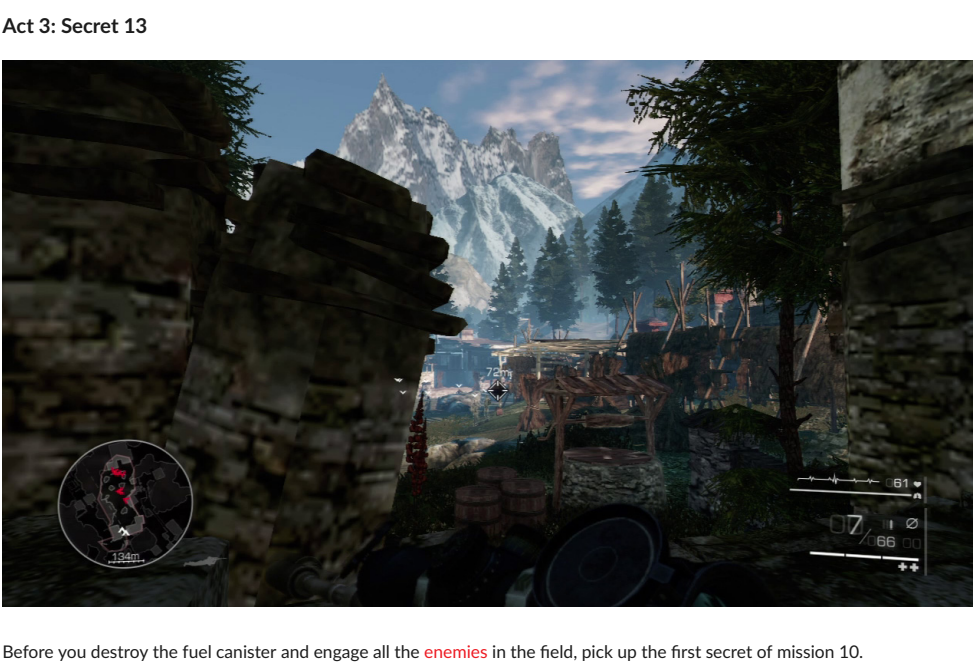
ANDERSON: I get that you want to settle the score, but a bio-weapon? Think how many will die, you can't be that damn greedy!



MADDOX: You don't get the fucking hit! But once you're lying here in this God forsaken dump with a bullet in the gut... Realizing how

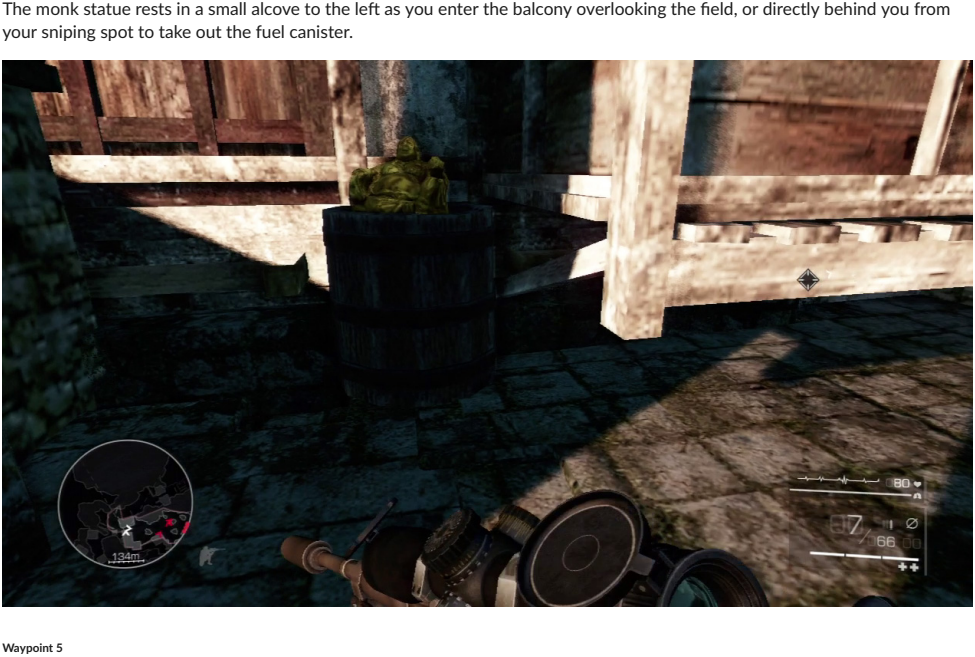
Follow Diaz through the temple grounds. Maddox will keep taunting you as you approach the next enemy encampment.

Act 3: Secret 13



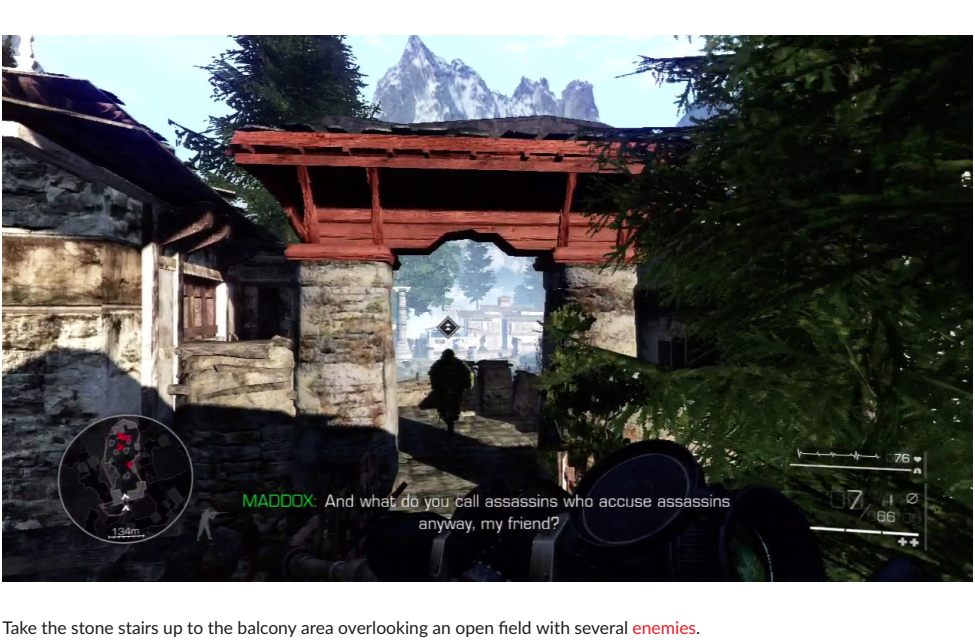
Before you destroy the fuel canister and engage all the enemies in the field, pick up the first secret of mission 10.

The monk statue rests in a small alcove to the left as you enter the balcony overlooking the field, or directly behind you from your sniping spot to take out the fuel canister.



Waypoint 5

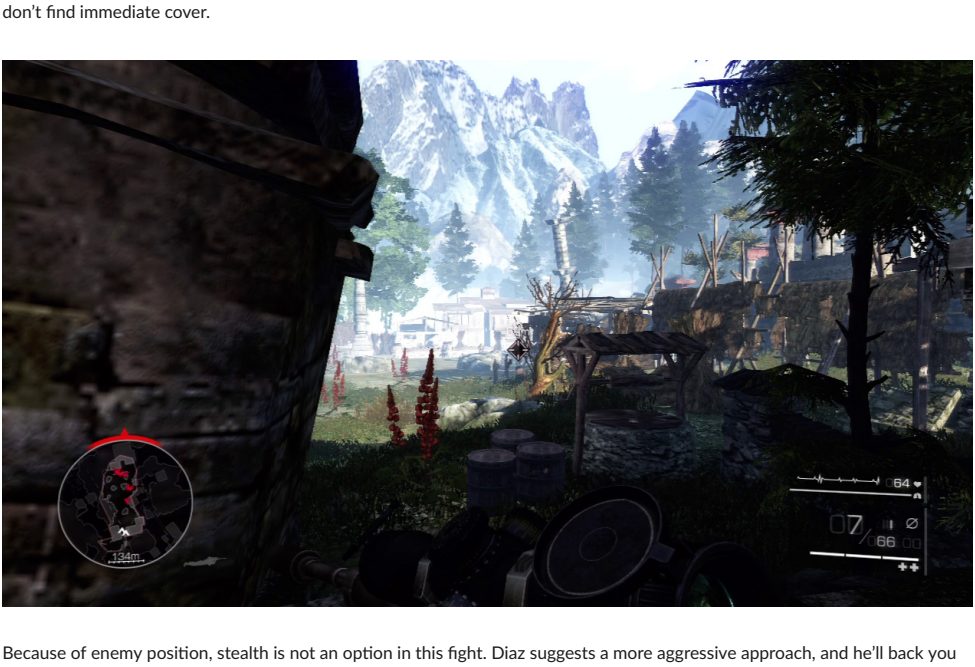
expendable you really are... Then you'll get it.



MADDOX: And what do you call assassins who accuse assassins anyway, my friend?

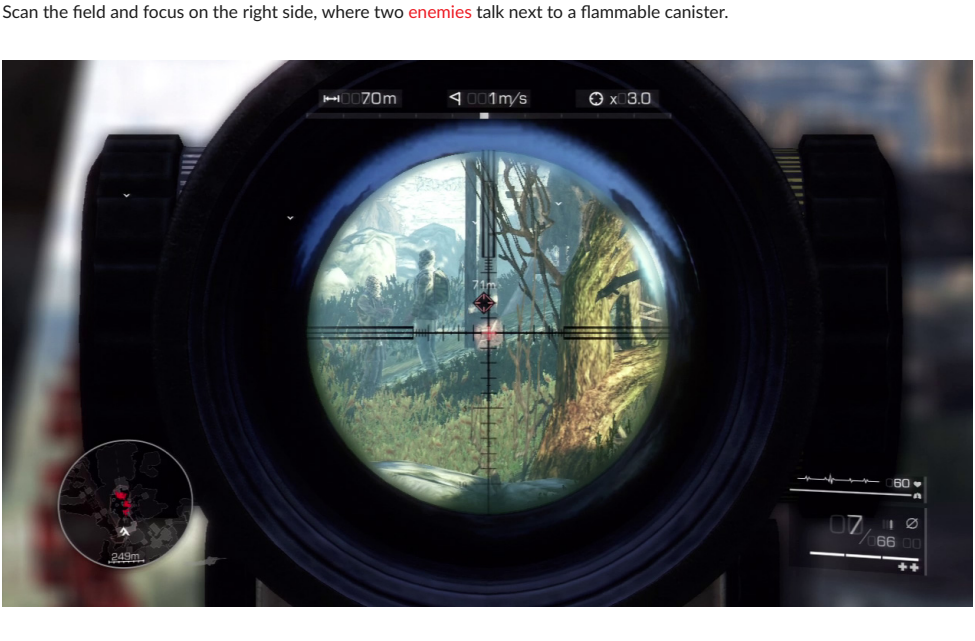
Take the stone stairs up to the balcony area overlooking an open field with several enemies.

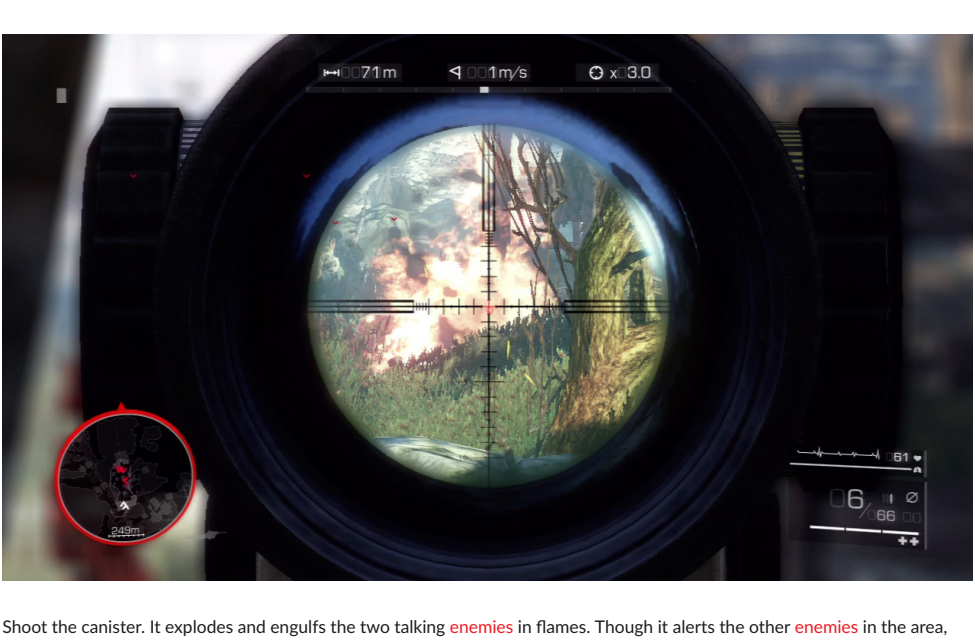
Drop prone as soon as you come into sight of the enemy; many look in your direction and will spot you within seconds if you don't find immediate cover.



Because of enemy position, stealth is not an option in this fight. Diaz suggests a more aggressive approach, and he'll back you up when you're ready.

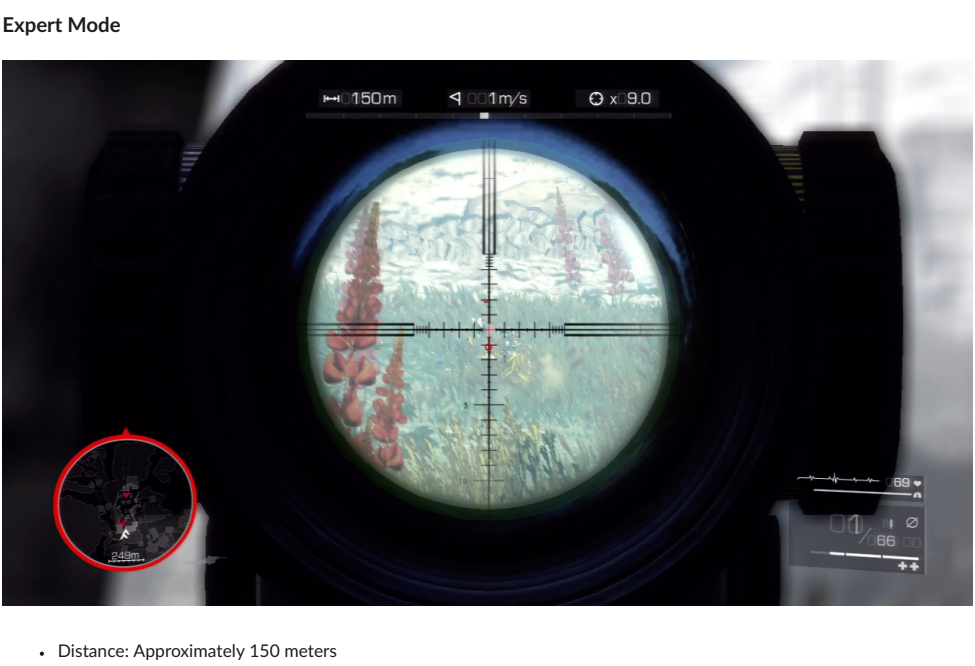
Scan the field and focus on the right side, where two enemies talk next to a flammable canister.





Shoot the canister. It explodes and engulfs the two talking enemies in flames. Though it alerts the other enemies in the area, you manage to subtract two quickly from the forces against you.

Expert Mode

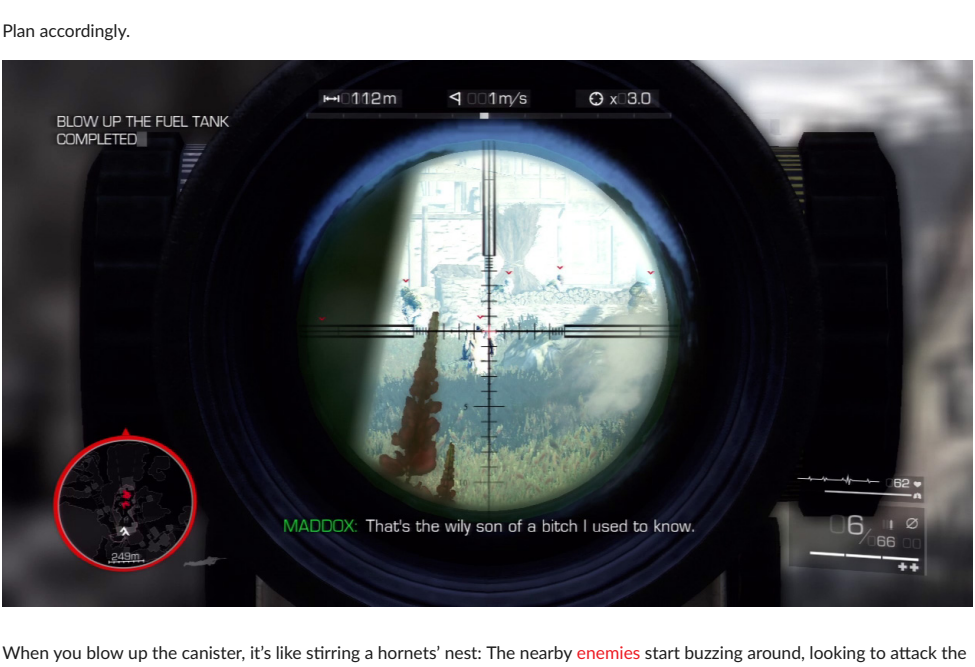


- Distance: Approximately 150 meters
- Wind: 1 meter/second (blowing left)
- Magnification: 9x

With no wind, your shots won't drift far from the vertical reticle.

You'll sight on enemies at different ranges during the fight at the field; however, most of your bullets will drop about one reticle line down.

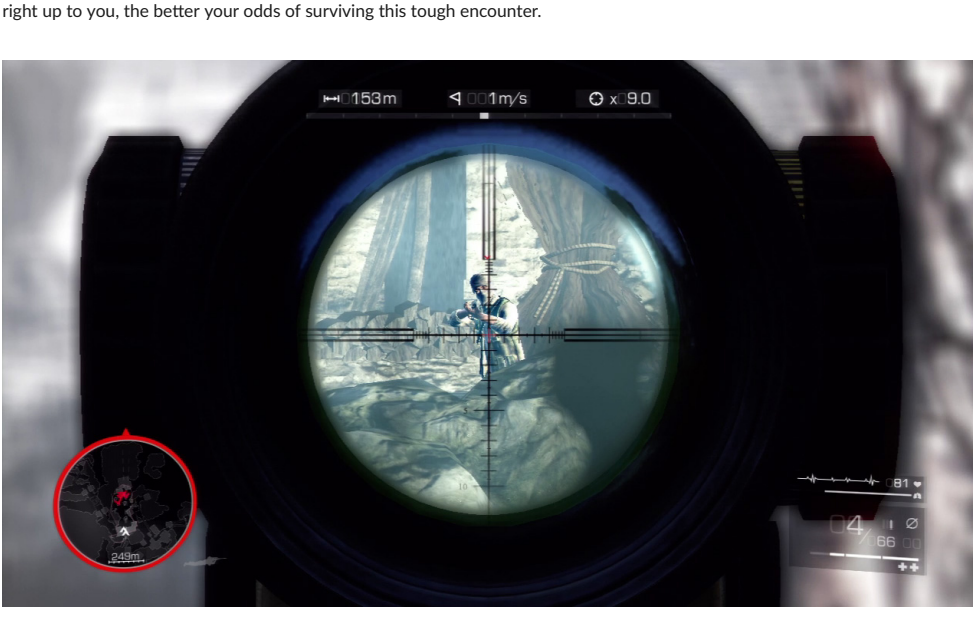
Plan accordingly.

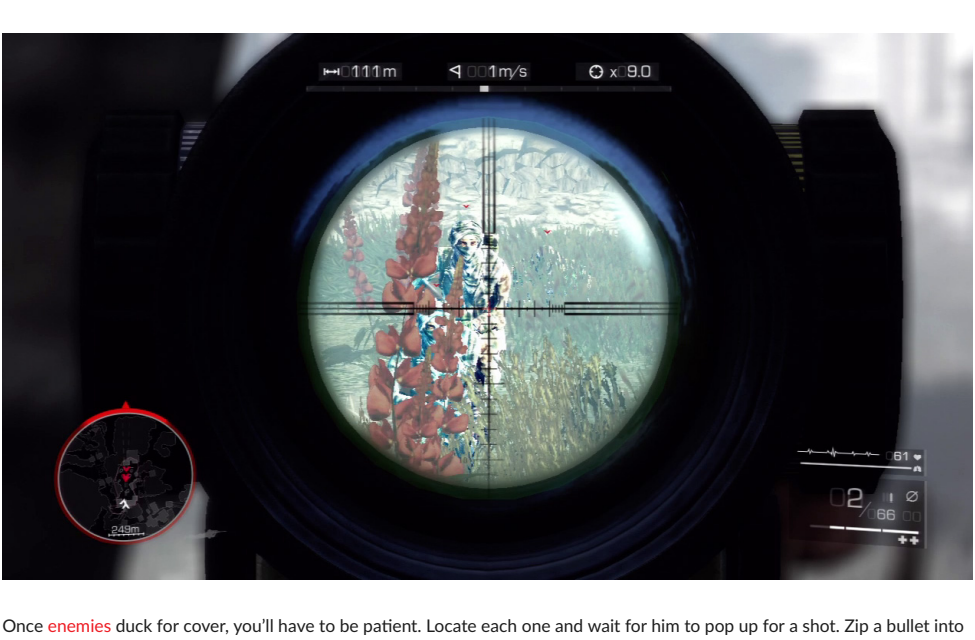


MADDOX: That's the wily son of a bitch I used to know.

When you blow up the canister, it's like stirring a hornets' nest: The nearby enemies start buzzing around, looking to attack the invader who dared to disturb their domain.

Try to pick off as many as you can while the enemies are on the move. The more you down before they take cover or charge right up to you, the better your odds of surviving this tough encounter.

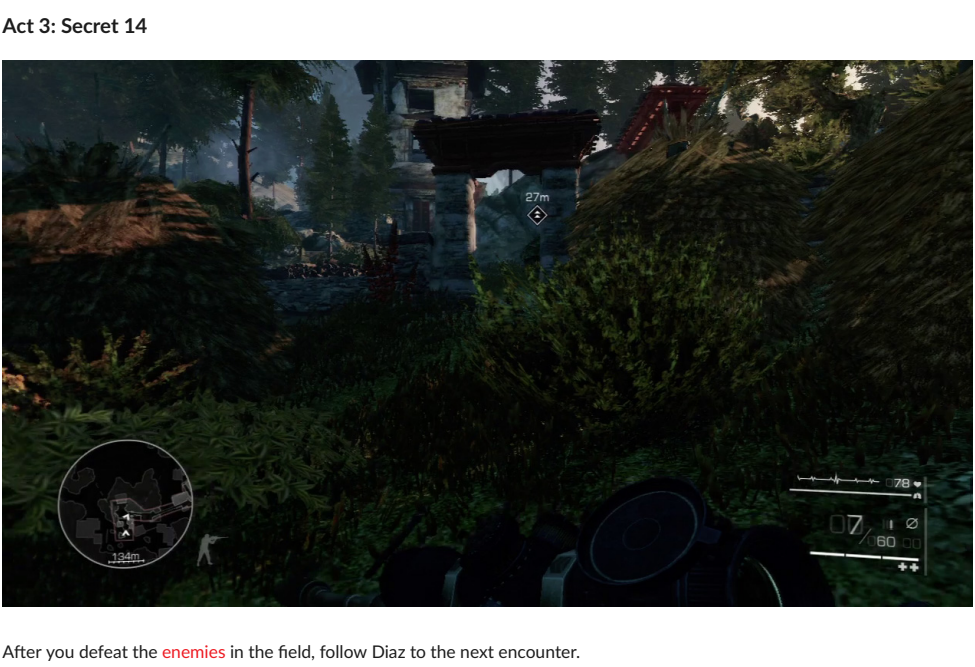




Once enemies duck for cover, you'll have to be patient. Locate each one and wait for him to pop up for a shot. Zip a bullet into head or torso before the enemy can return fire.

If an enemy breaks from cover, he is most likely charging you; watch the minimap and if he reaches the grass in front of the stairs, switch to your pistol and take him down as he runs up to the balcony.

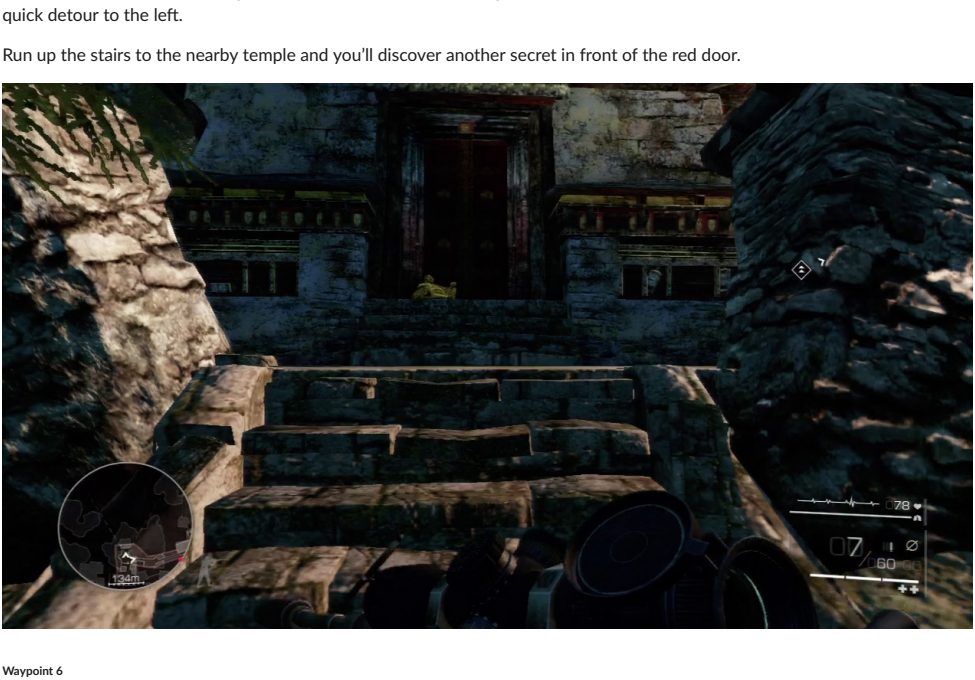
Act 3: Secret 14



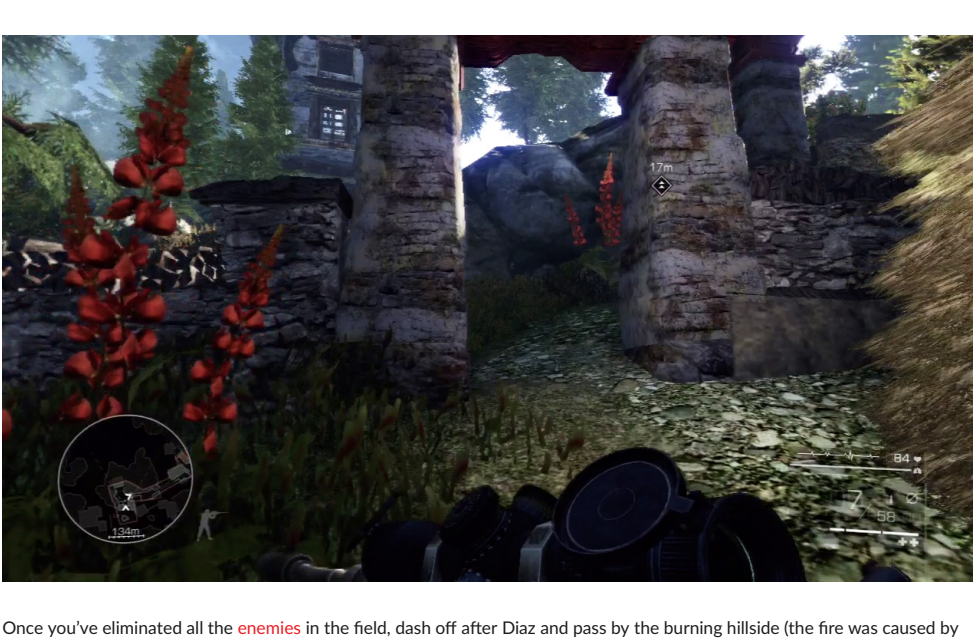
After you defeat the enemies in the field, follow Diaz to the next encounter.

However, after he ducks through the arch and heads off to the right where you encounter two more enemy snipers, take a quick detour to the left.

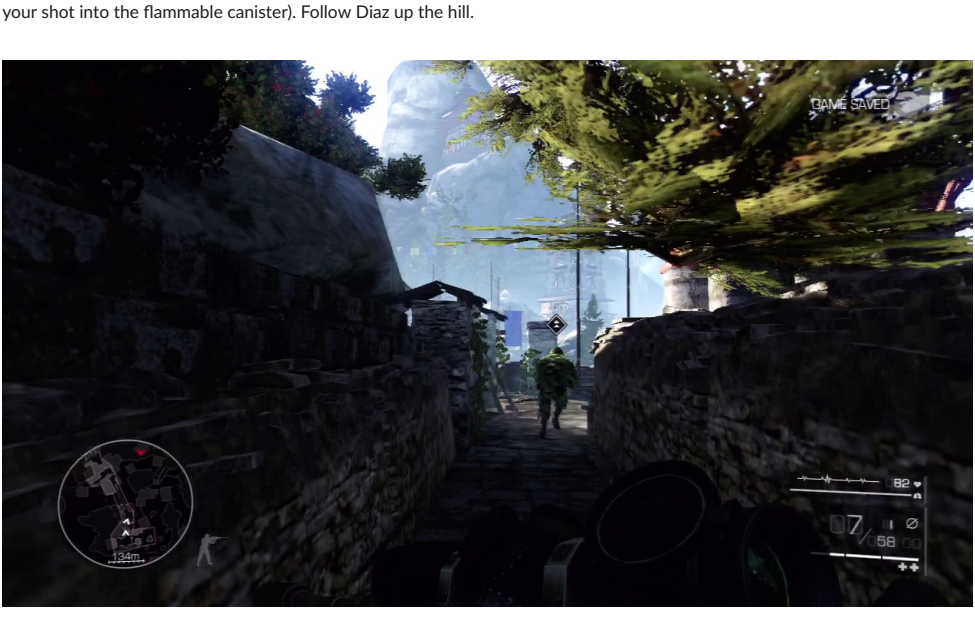
Run up the stairs to the nearby temple and you'll discover another secret in front of the red door.

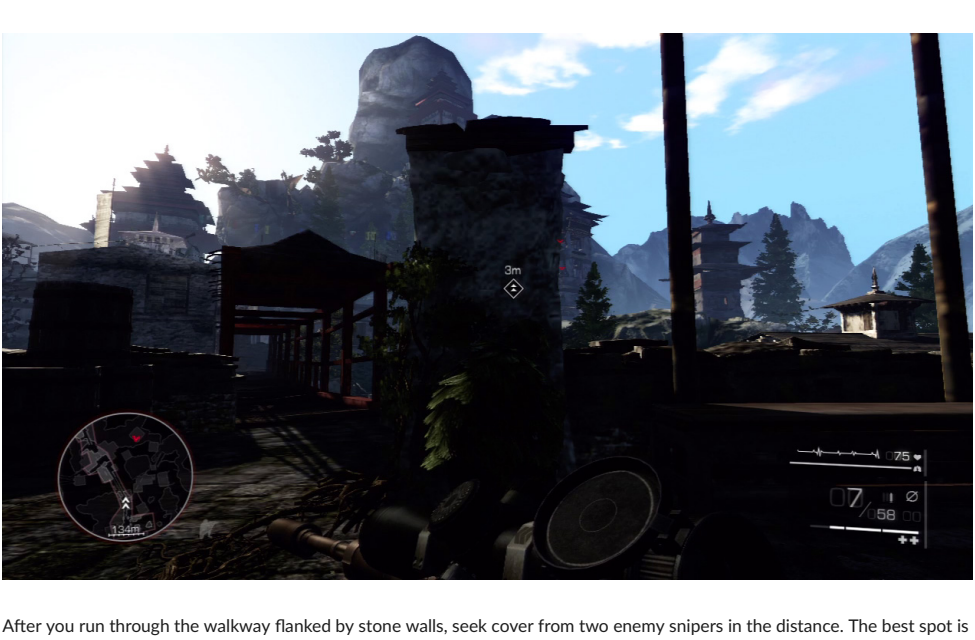


Waypoint 6



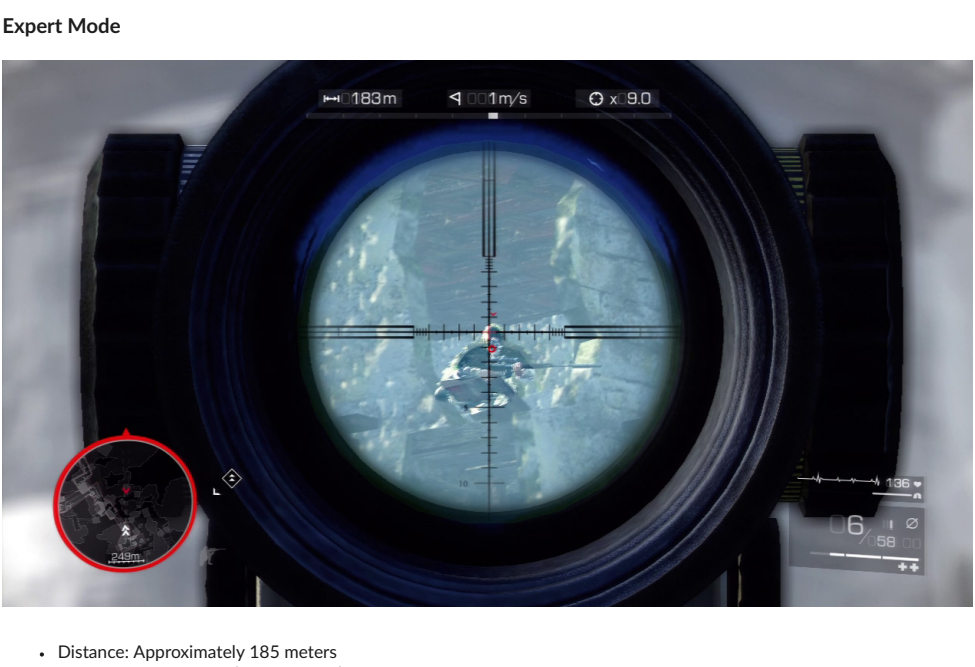
Once you've eliminated all the enemies in the field, dash off after Diaz and pass by the burning hillside (the fire was caused by your shot into the flammable canister). Follow Diaz up the hill.





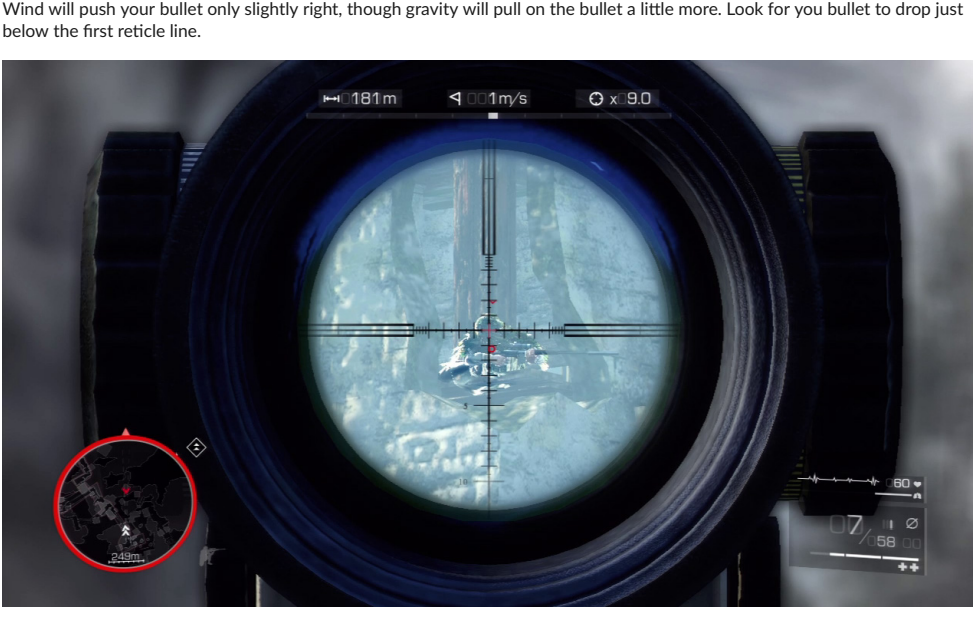
After you run through the walkway flanked by stone walls, seek cover from two enemy snipers in the distance. The best spot is behind the stone pillar in front of the next bridge.

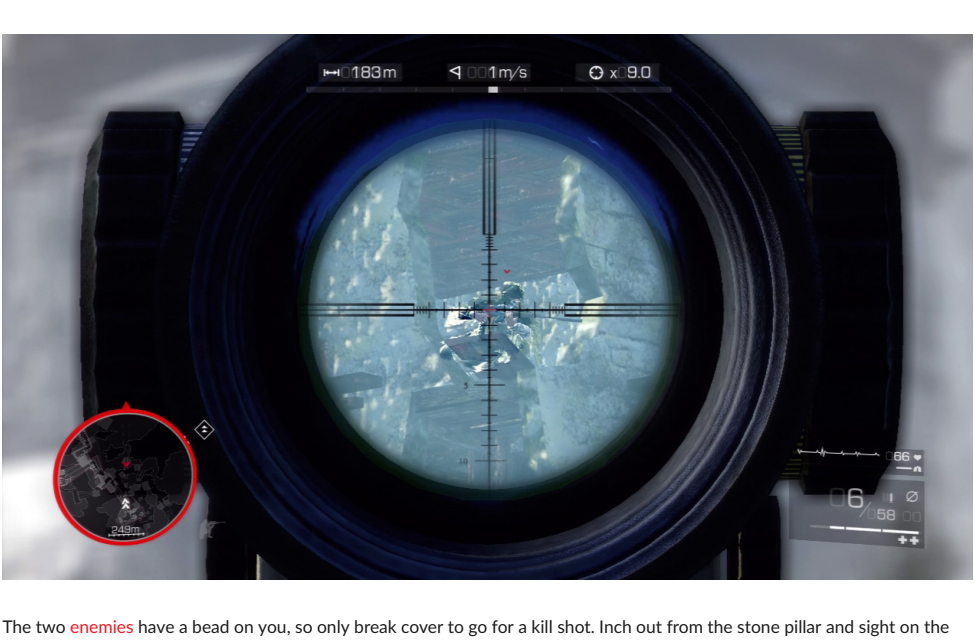
Expert Mode



- Distance: Approximately 185 meters
- Wind: 1 meter/second (blowing right)
- Magnification: 9x

Wind will push your bullet only slightly right, though gravity will pull on the bullet a little more. Look for you bullet to drop just below the first reticle line.

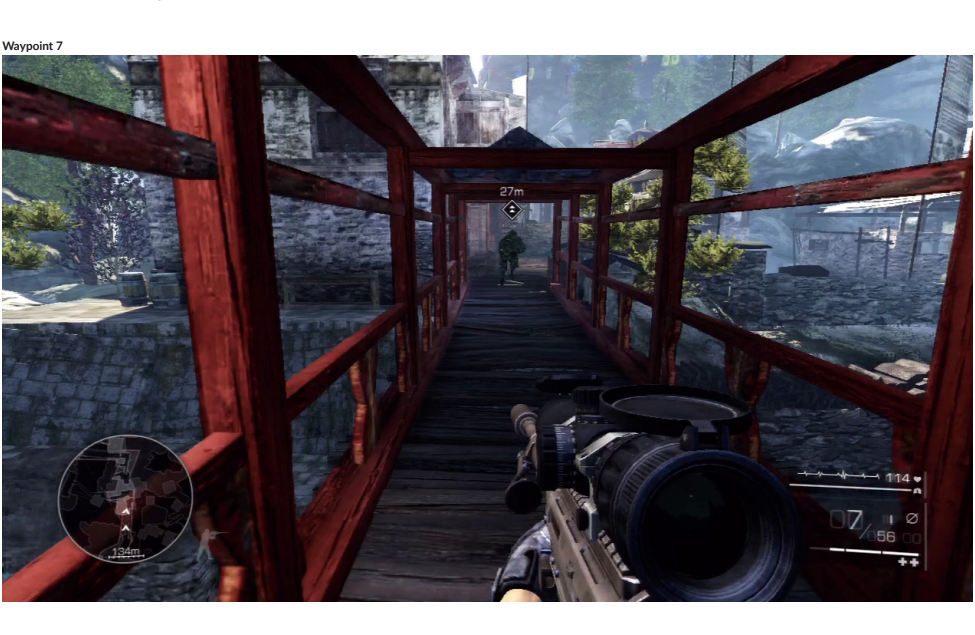




The two enemies have a bead on you, so only break cover to go for a kill shot. Inch out from the stone pillar and sight on the snipers right away.

As soon as you spot the first one, hold your breath to give you a little extra time to line up a deadly shot. Repeat on the second sniper before moving on.

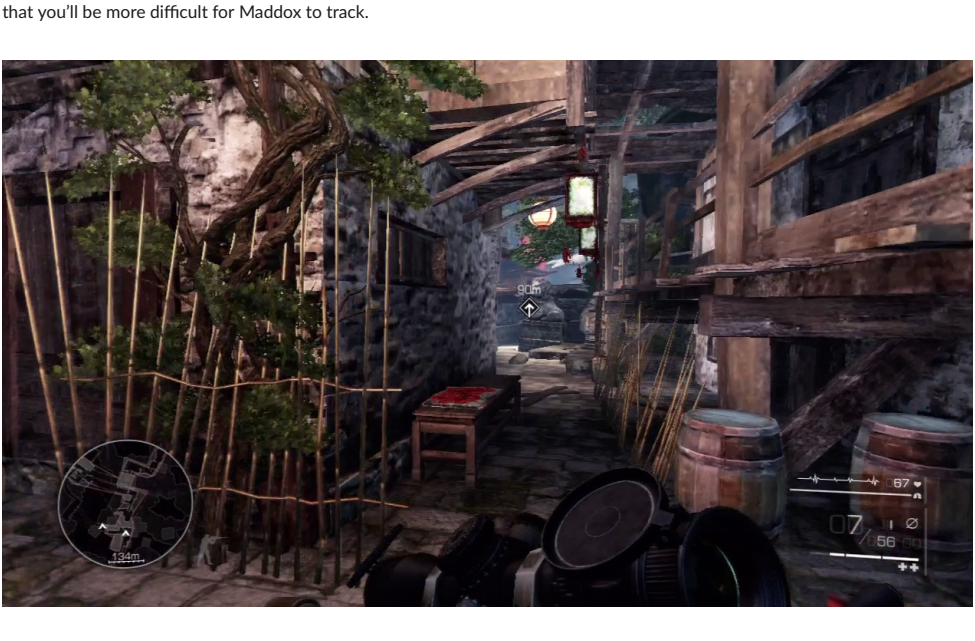
Waypoint 7

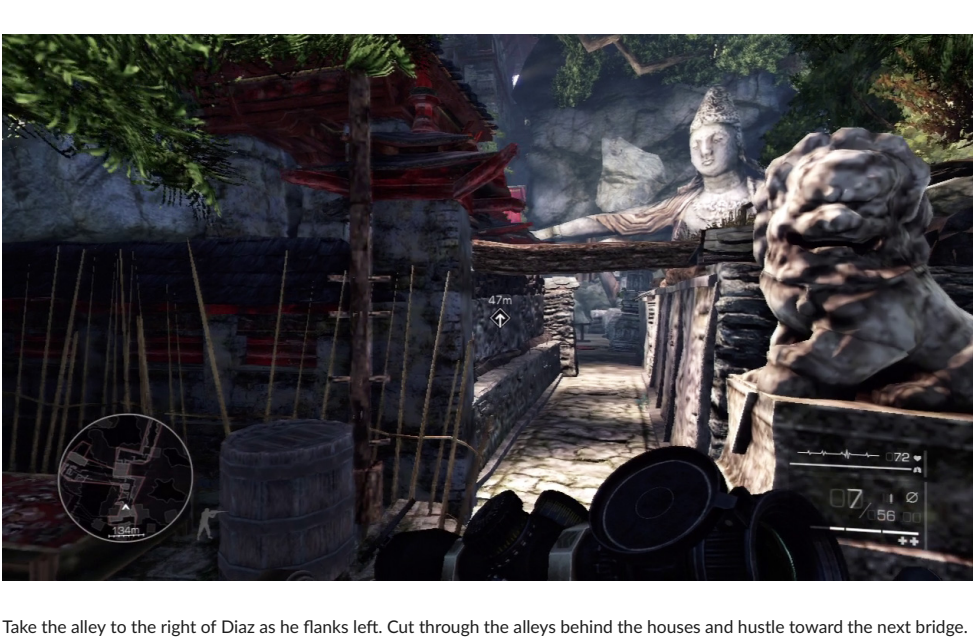


FOLLOW DIAZ
COMPLETED

DIAZ: Let's split up, give Maddox more than one thing to worry about.

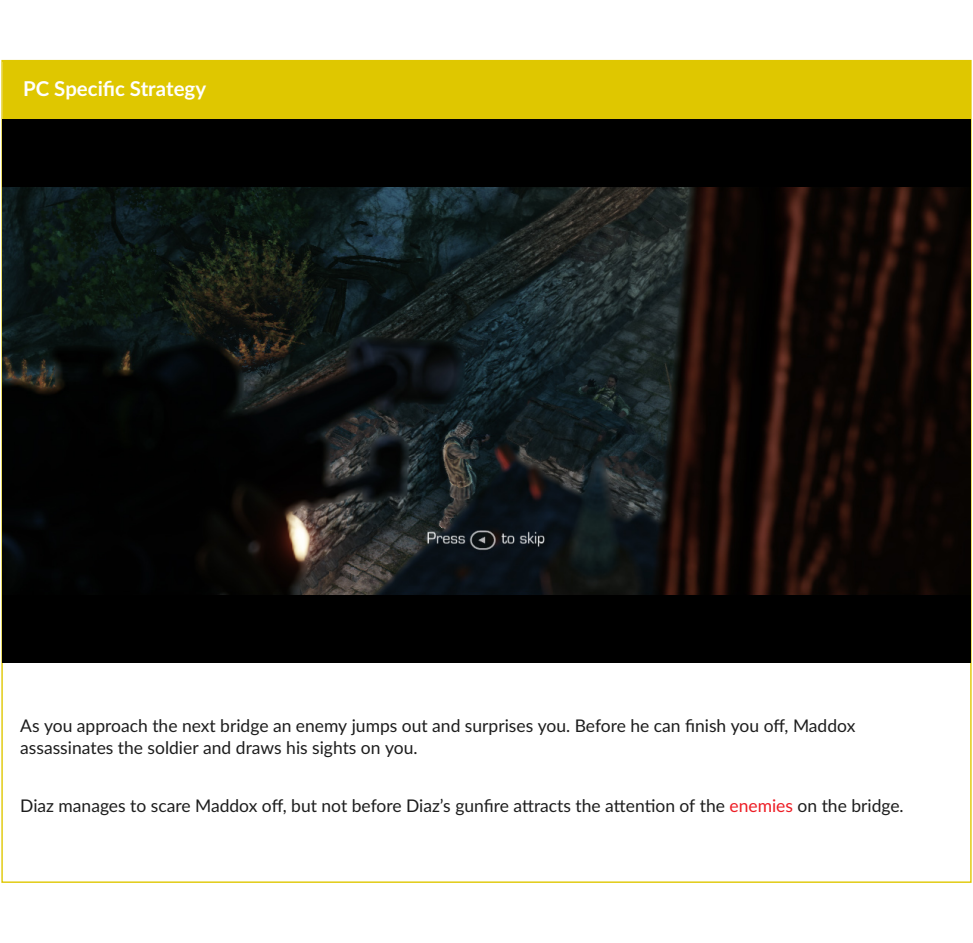
Cross the bridge and trail behind Diaz as he leads you into the village area. When he stops, Diaz suggests that you split up so that you'll be more difficult for Maddox to track.





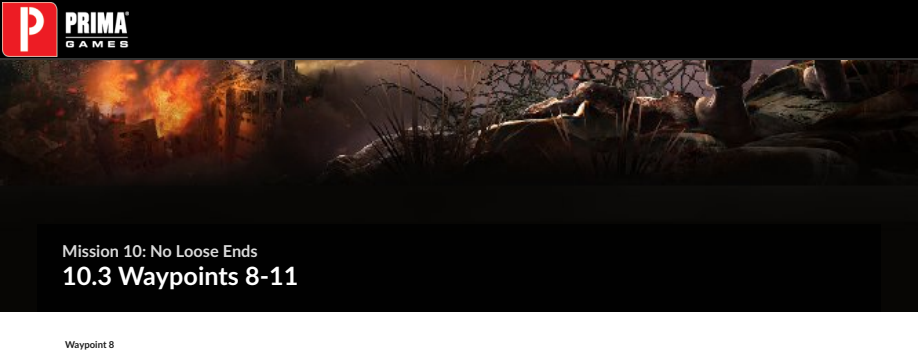
Take the alley to the right of Diaz as he flanks left. Cut through the alleys behind the houses and hustle toward the next bridge.

PC Specific Strategy



As you approach the next bridge an enemy jumps out and surprises you. Before he can finish you off, Maddox assassinates the soldier and draws his sights on you.

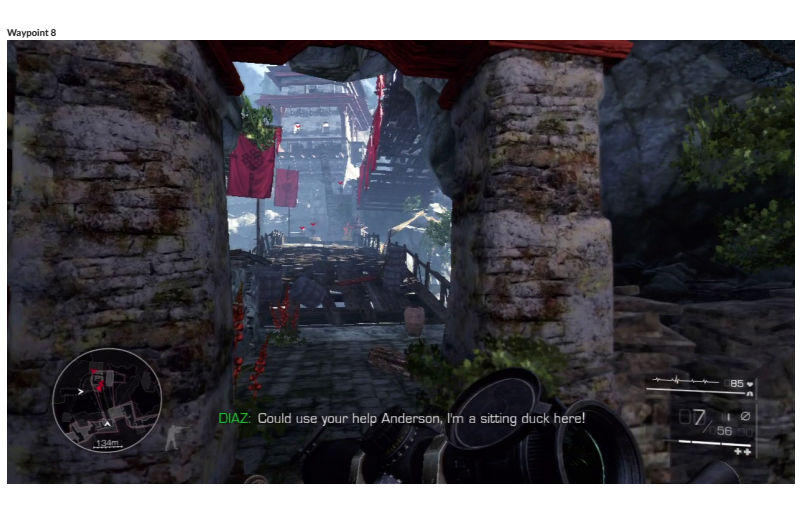
Diaz manages to scare Maddox off, but not before Diaz's gunfire attracts the attention of the enemies on the bridge.

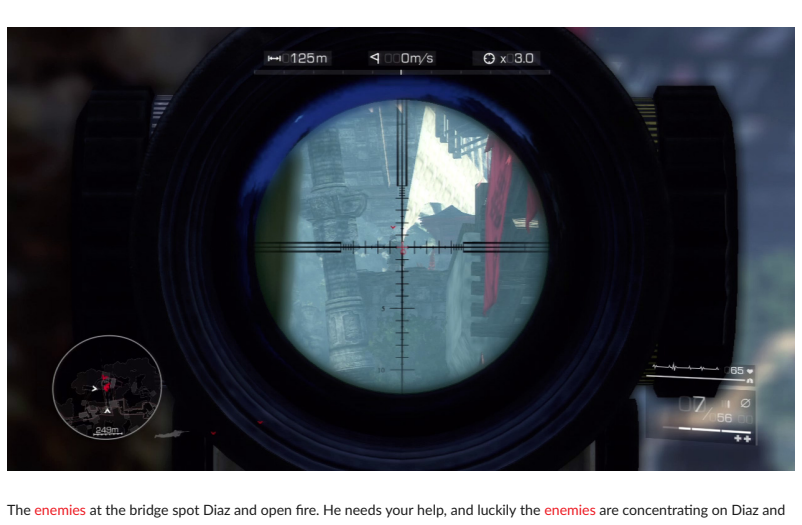


Mission 10: No Loose Ends

10.3 Waypoints 8-11

Waypoint 8

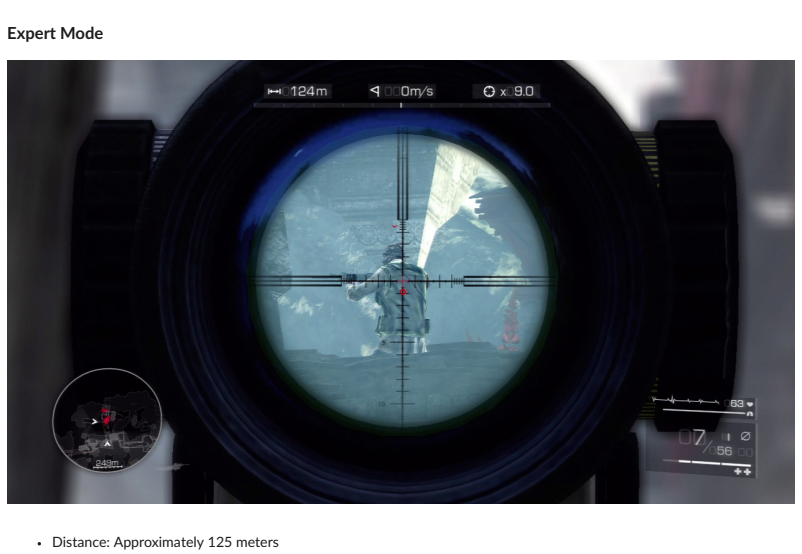

DIAZ: Could use your help Anderson, I'm a sitting duck here!



The enemies at the bridge spot Diaz and open fire. He needs your help, and luckily the enemies are concentrating on Diaz and not you.

Position yourself at one of the stone pillars near the bridge and zoom in on any of the targets marked with red indicators.

Expert Mode

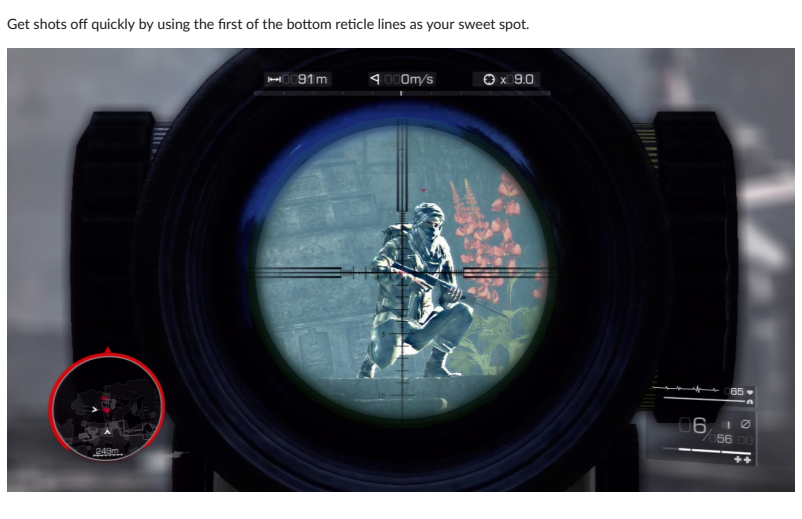


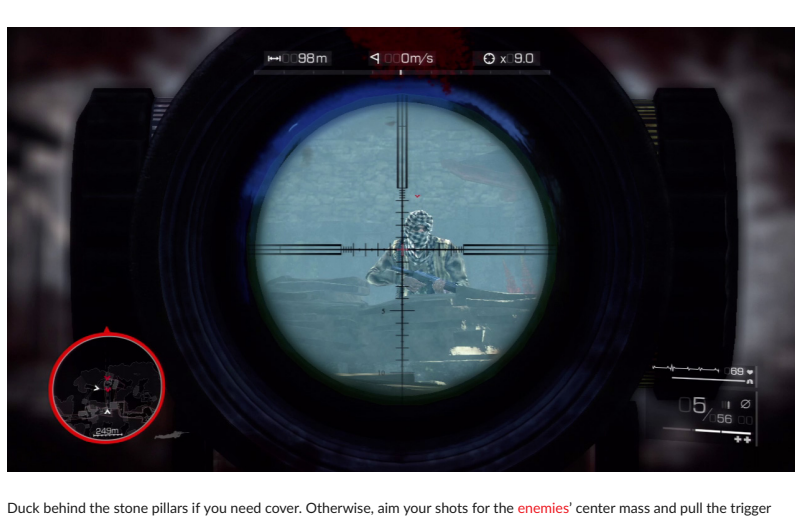
- Distance: Approximately 125 meters
- Wind: 0 meters/second (no wind)
- Magnification: 9x

You'll be under pressure to shoot the enemies quickly while they unload on Diaz.

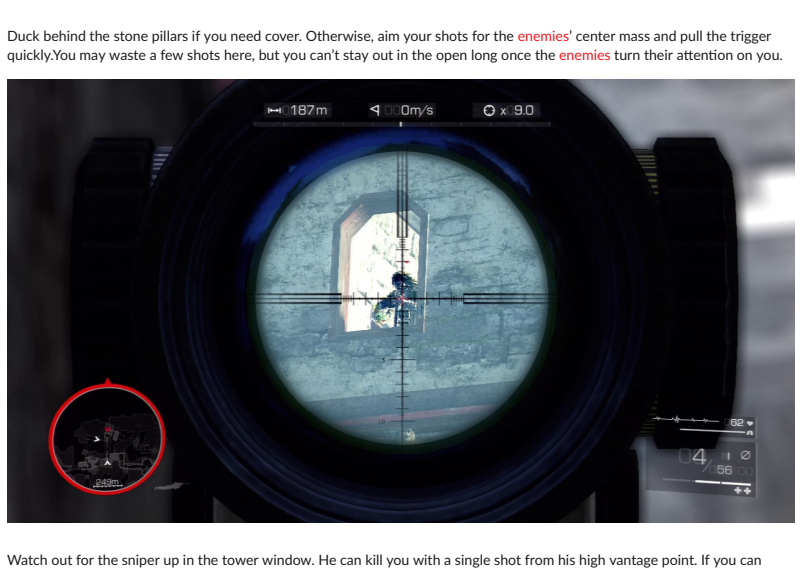
With wind not a factor, expect your bullets to drop about one reticle line due to gravity.

Get shots off quickly by using the first of the bottom reticle lines as your sweet spot.





Duck behind the stone pillars if you need cover. Otherwise, aim your shots for the enemies' center mass and pull the trigger quickly.You may waste a few shots here, but you can't stay out in the open long once the enemies turn their attention on you.



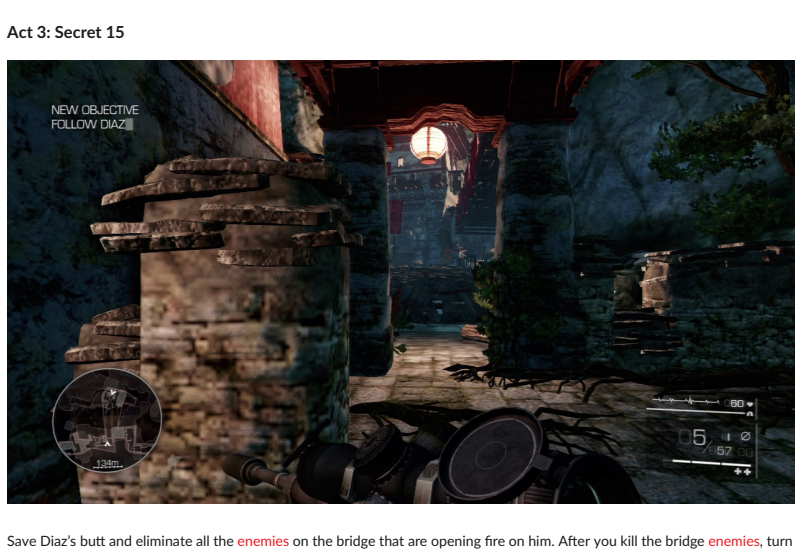
Watch out for the sniper up in the tower window. He can kill you with a single shot from his high vantage point. If you can target him and remove the threat, you'll have more time to engage the other enemies around the bridge.

Achievement Unlock: In Search of Enlightenment

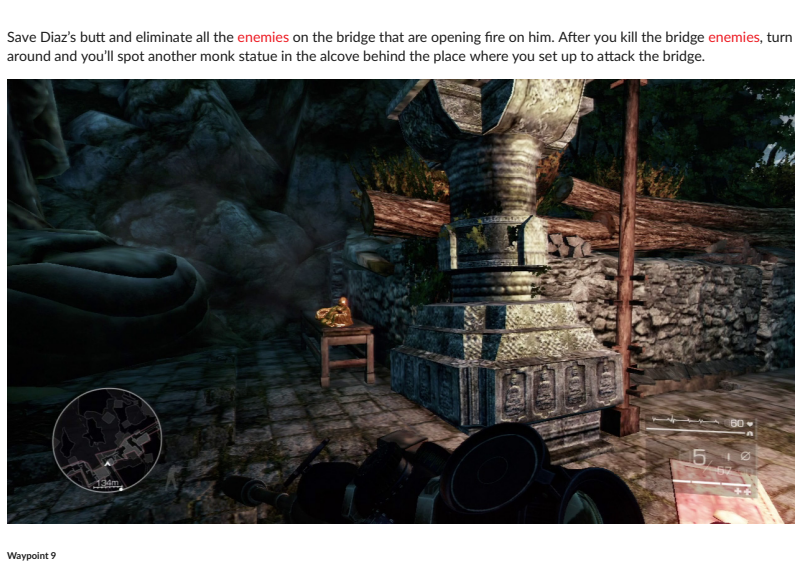
- Xbox 360 Gamer Points: 20
- PlayStation Trophy: Bronze

Gain enlightenment by collecting all the secrets in Act 3. If you find all 16 secrets throughout the missions, you earn the "In Search of Enlightenment" achievement.

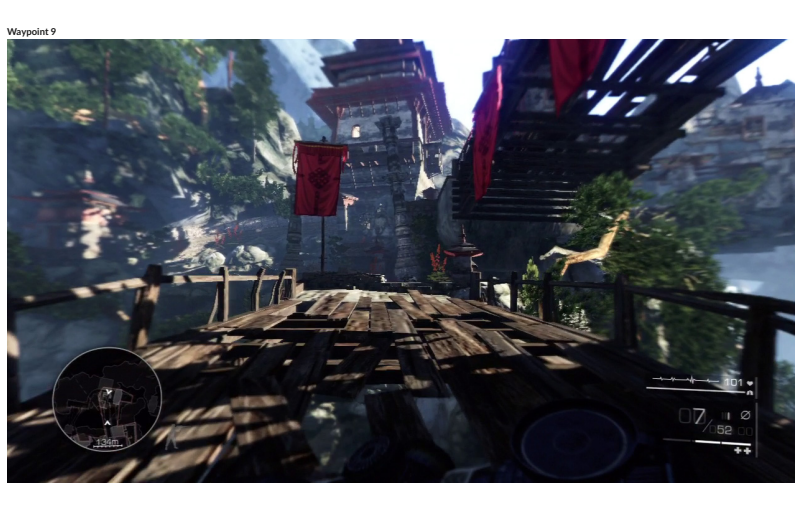
Act 3: Secret 15

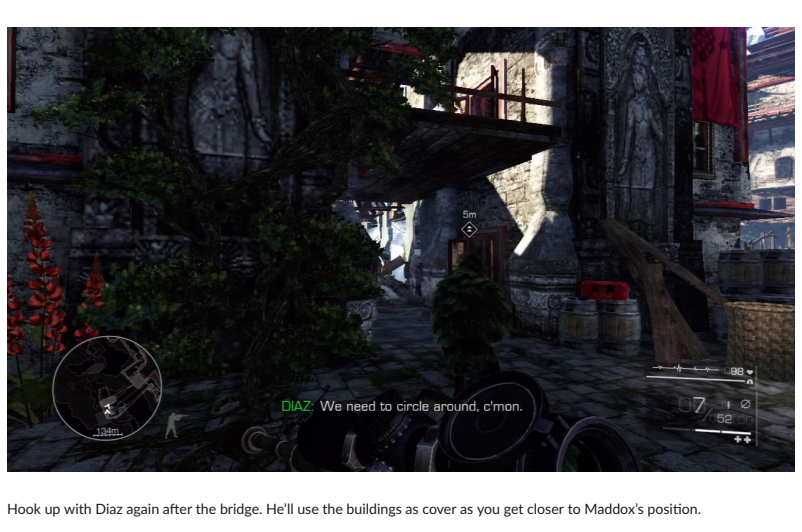


Save Diaz's butt and eliminate all the enemies on the bridge that are opening fire on him. After you kill the bridge enemies, turn around and you'll spot another monk statue in the alcove behind the place where you set up to attack the bridge.

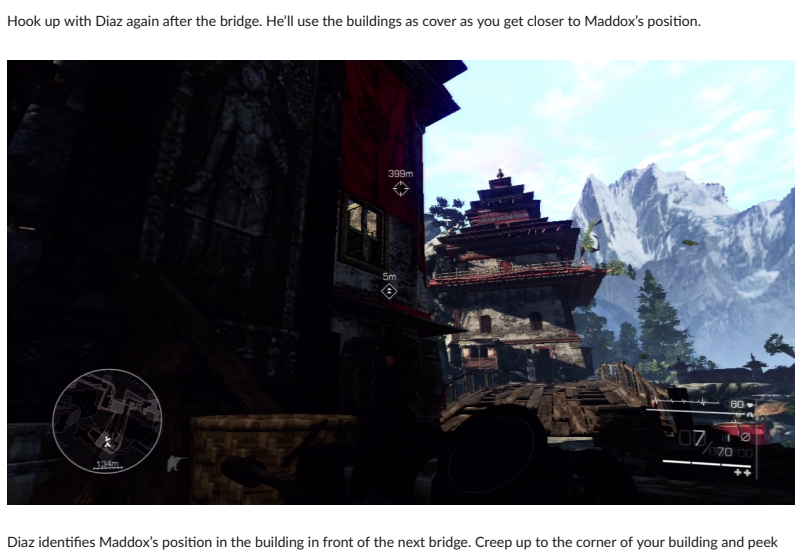


Waypoint 9





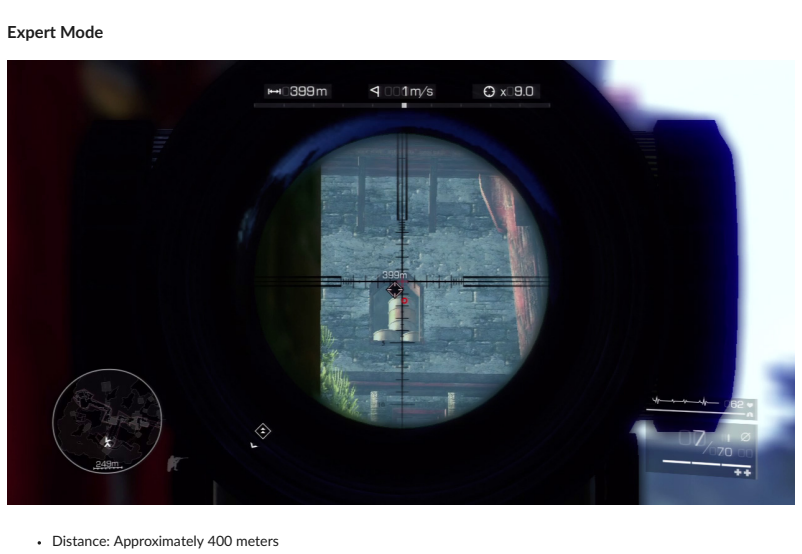
Hook up with Diaz again after the bridge. He'll use the buildings as cover as you get closer to Maddox's position.



Diaz identifies Maddox's position in the building in front of the next bridge. Creep up to the corner of your building and peek around the edge.

Locate a stack of fuel canisters in the far-right window on the top floor of Maddox's building.

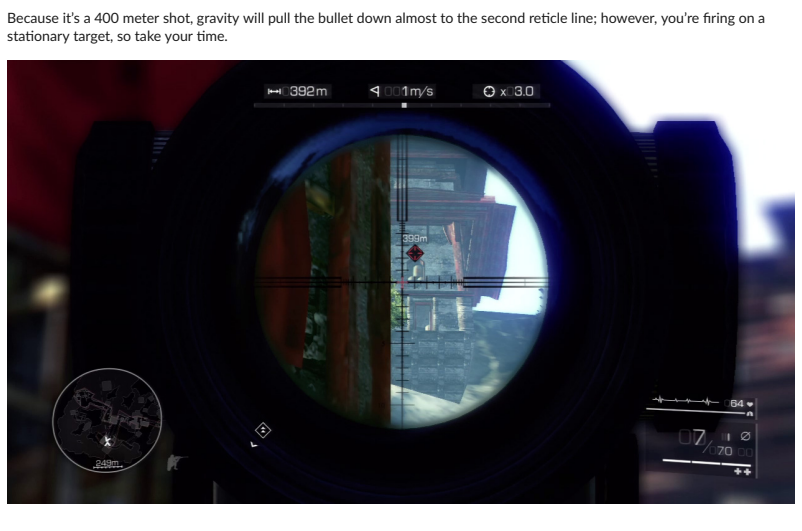
Expert Mode

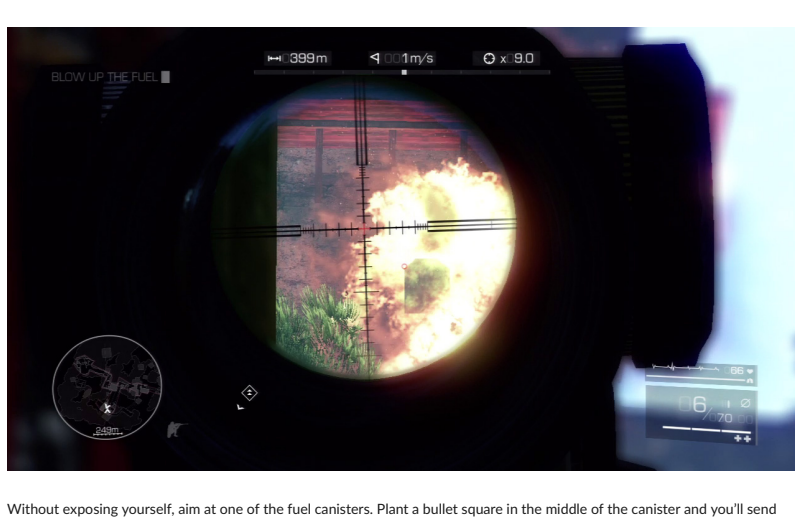


- Distance: Approximately 400 meters
- Wind: 1 meter/second (blowing right)
- Magnification: 9x

Negligible wind won't really affect your bullet, other than an ever-so-slight slide to the right.

Because it's a 400 meter shot, gravity will pull the bullet down almost to the second reticle line; however, you're firing on a stationary target, so take your time.

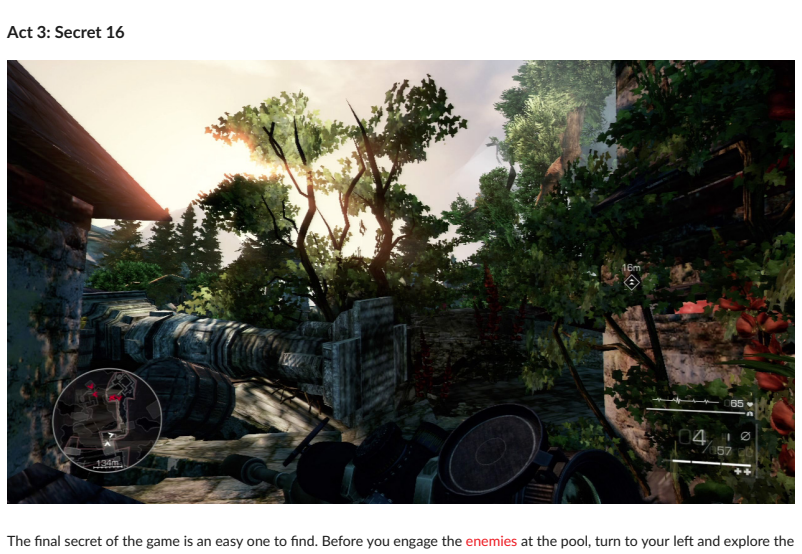




Without exposing yourself, aim at one of the fuel canisters. Plant a bullet square in the middle of the canister and you'll send the whole room up in flames.

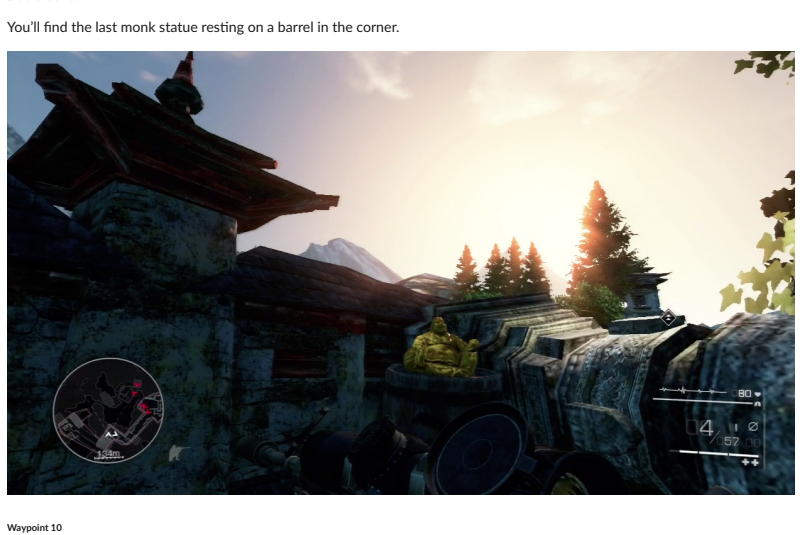
The resulting explosion drives Maddox out of his sniper position and allows you to cross the bridge.

Act 3: Secret 16

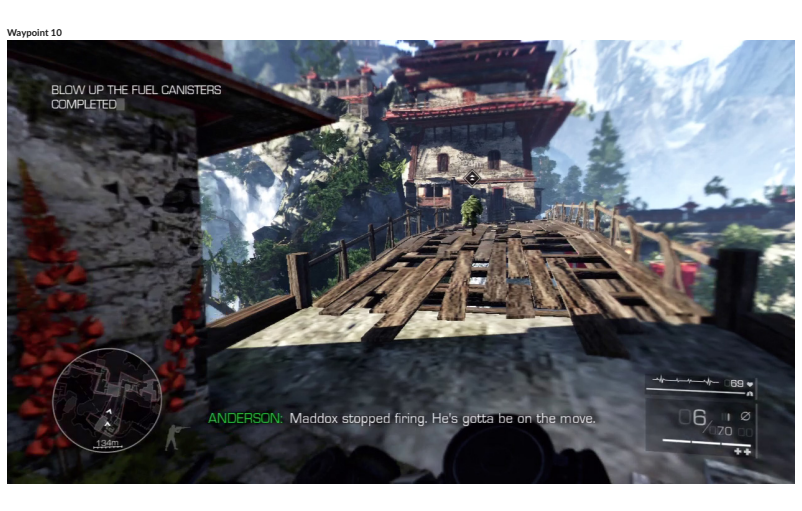


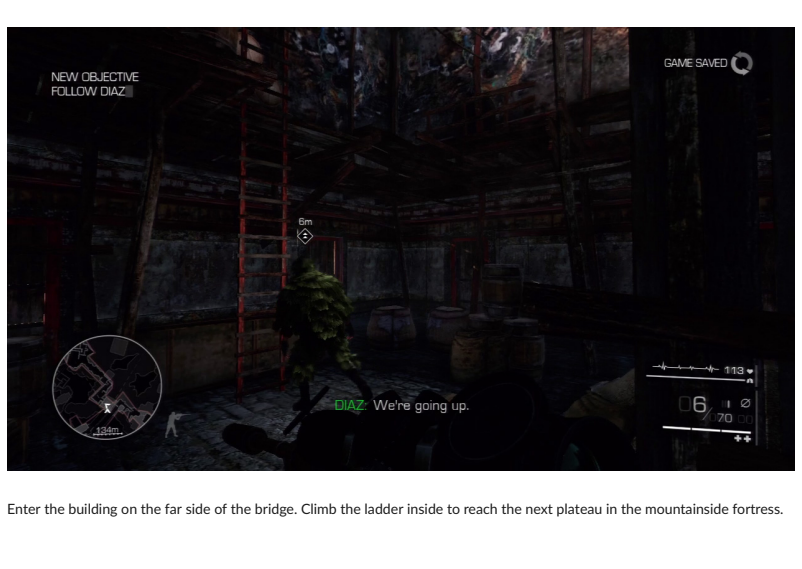
The final secret of the game is an easy one to find. Before you engage the enemies at the pool, turn to your left and explore the side alcove.

You'll find the last monk statue resting on a barrel in the corner.

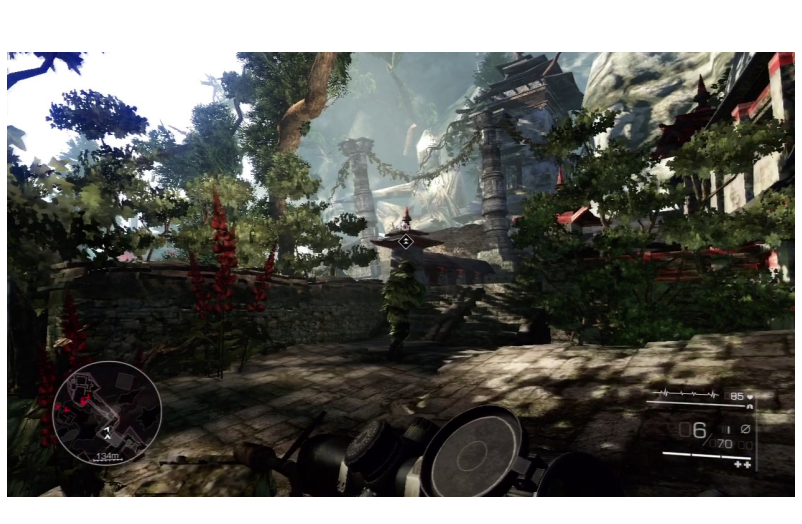


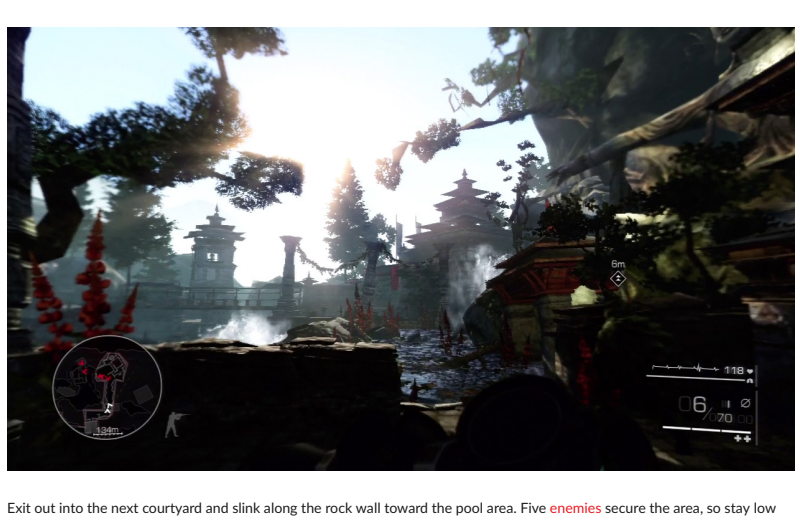
Waypoint 10


BLOW UP THE FUEL CANISTERS
COMPLETED
ANDERSON: Maddox stopped firing. He's gotta be on the move.



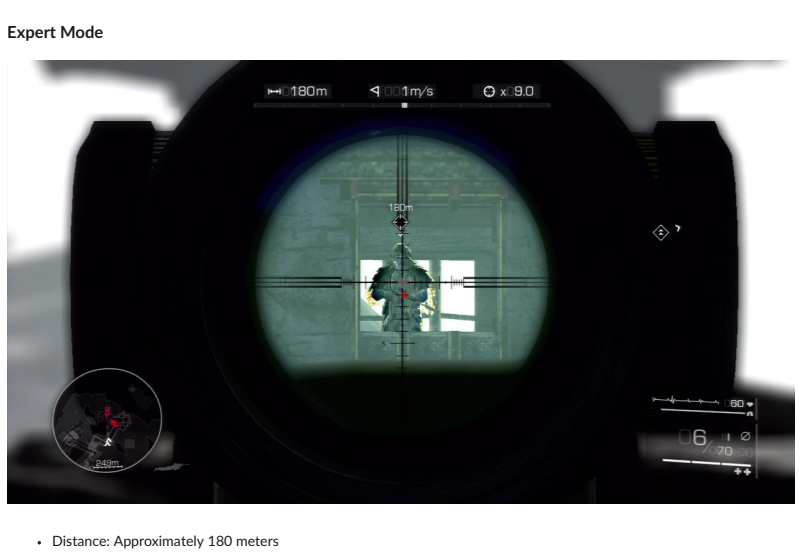
Enter the building on the far side of the bridge. Climb the ladder inside to reach the next plateau in the mountainside fortress.





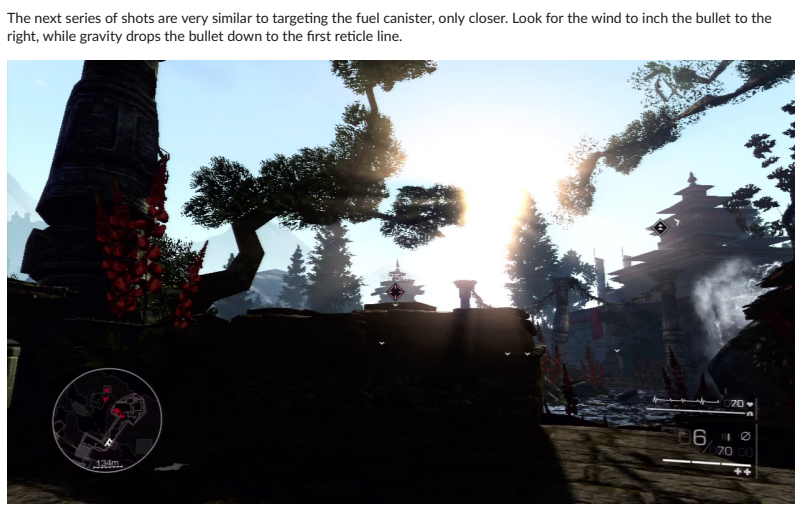
Exit out into the next courtyard and slink along the rock wall toward the pool area. Five enemies secure the area, so stay low when you see water.

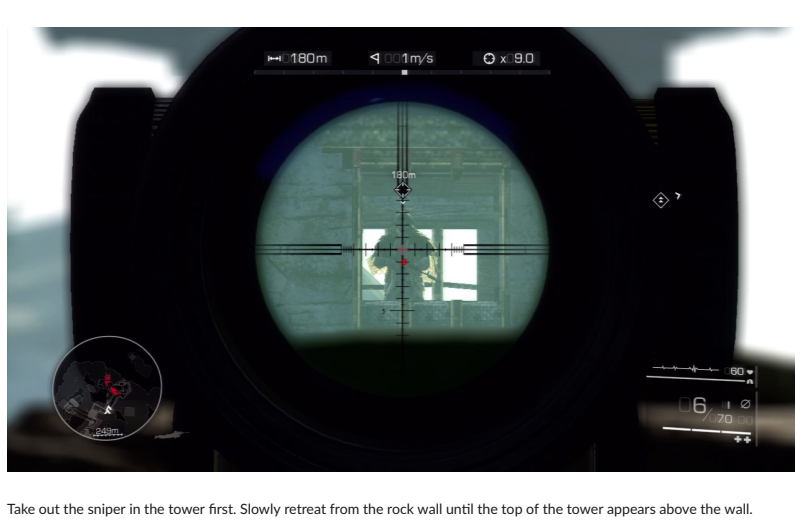
Expert Mode



- Distance: Approximately 180 meters
- Wind: 1 meter/second (blowing right)
- Magnification: 9x

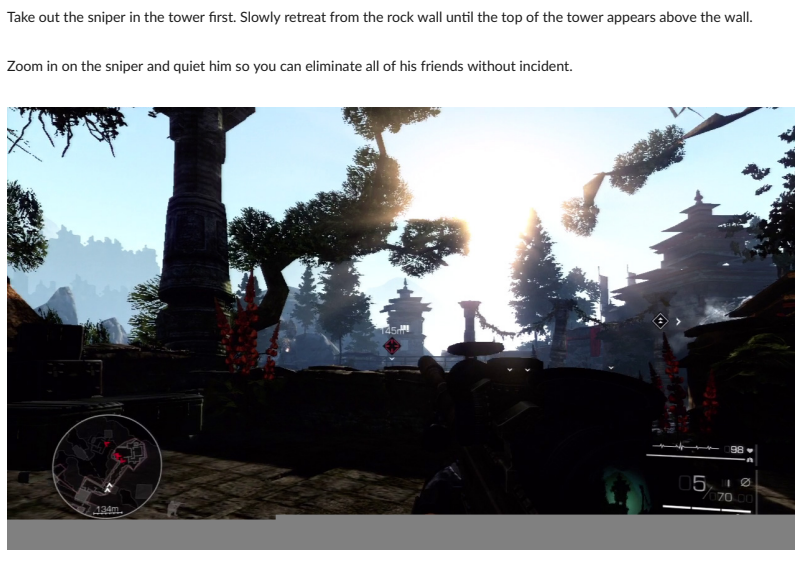
The next series of shots are very similar to targeting the fuel canister, only closer. Look for the wind to inch the bullet to the right, while gravity drops the bullet down to the first reticle line.

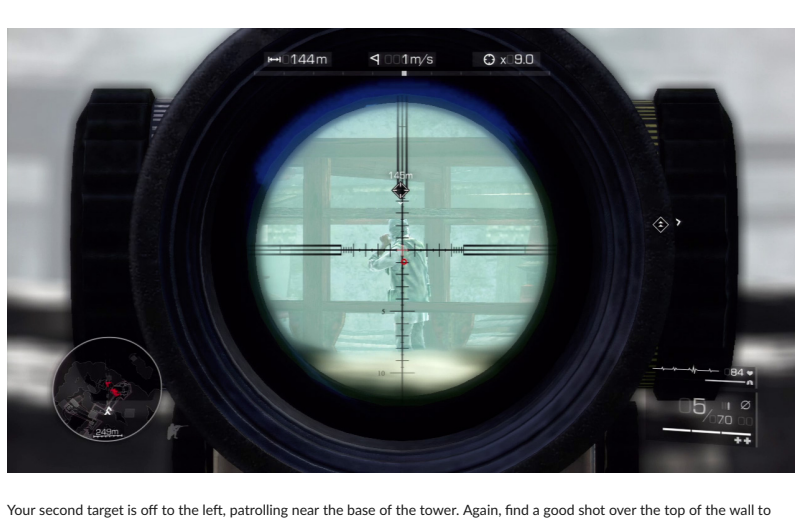




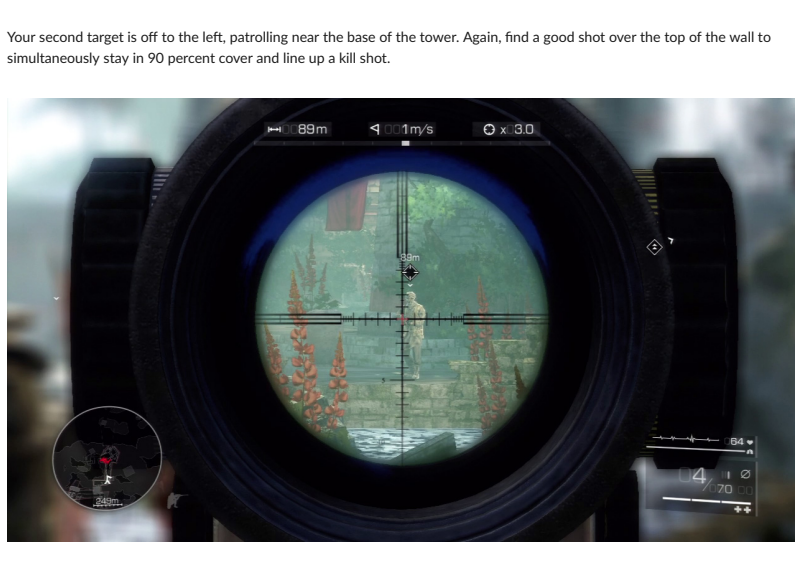
Take out the sniper in the tower first. Slowly retreat from the rock wall until the top of the tower appears above the wall.

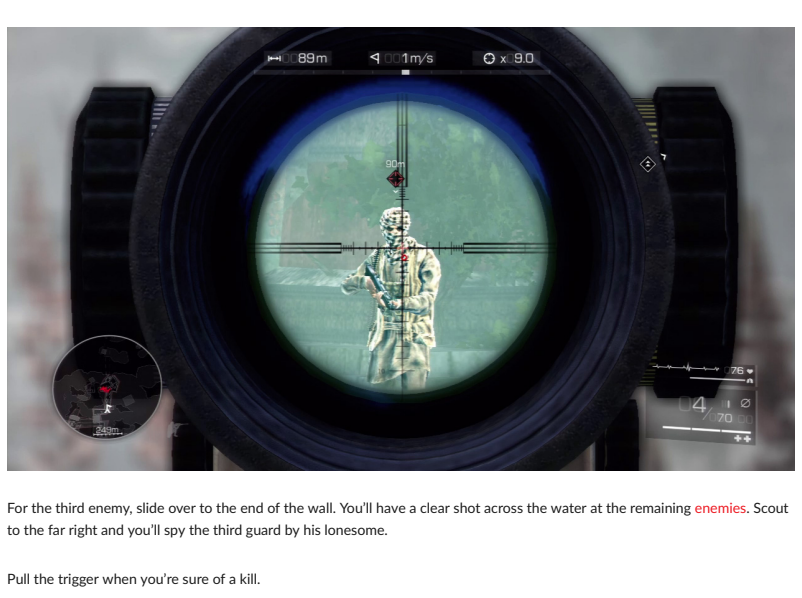
Zoom in on the sniper and quiet him so you can eliminate all of his friends without incident.





Your second target is off to the left, patrolling near the base of the tower. Again, find a good shot over the top of the wall to simultaneously stay in 90 percent cover and line up a kill shot.

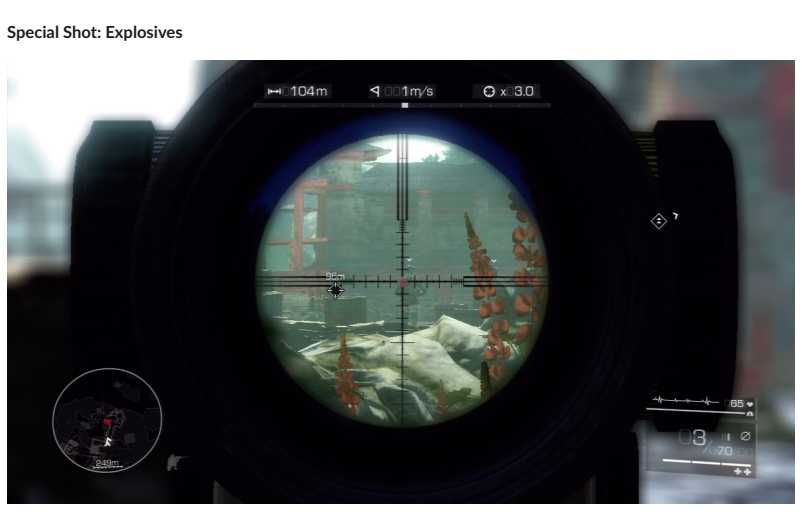


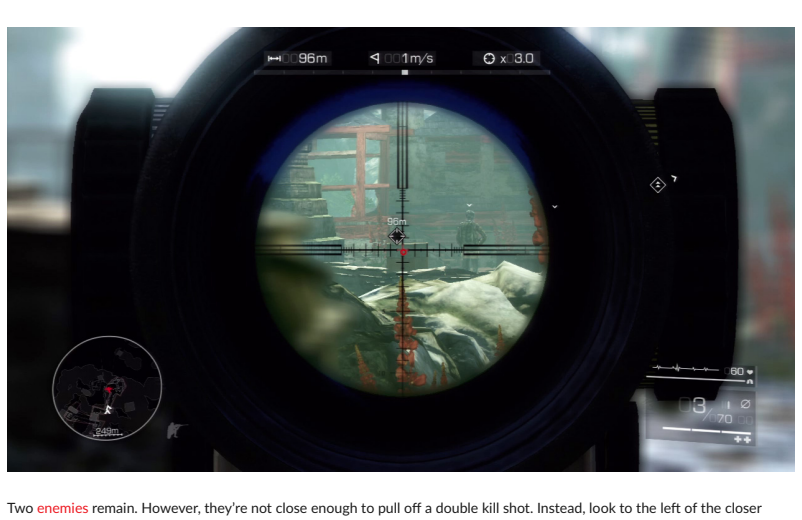


For the third enemy, slide over to the end of the wall. You'll have a clear shot across the water at the remaining enemies. Scout to the far right and you'll spy the third guard by his lonesome.

Pull the trigger when you're sure of a kill.

Special Shot: Explosives

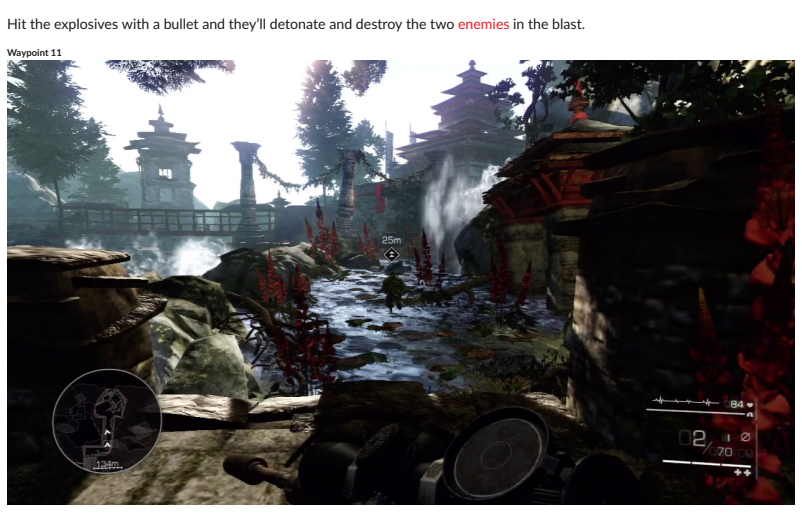


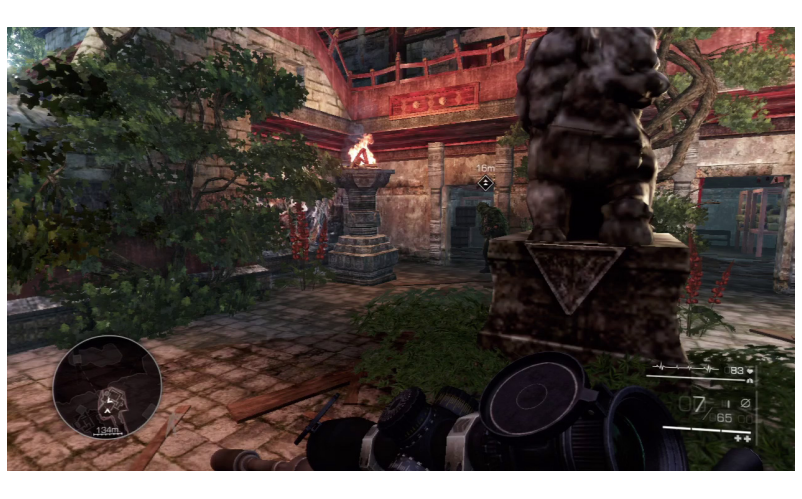


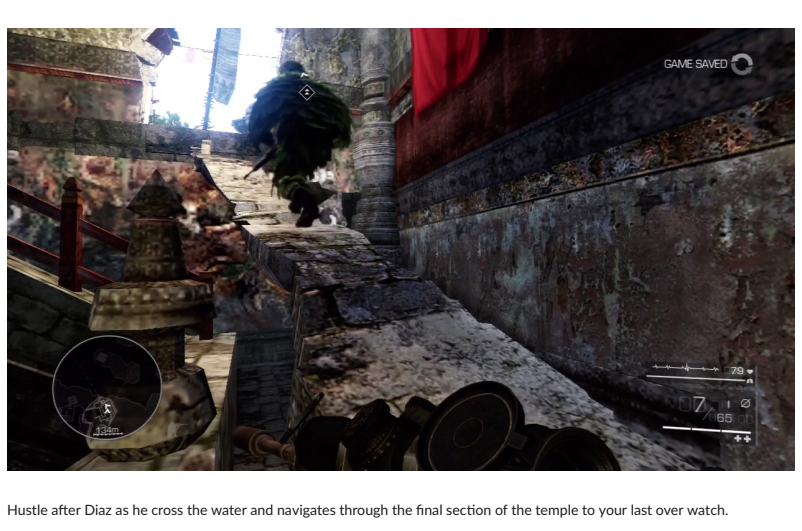
Two enemies remain. However, they're not close enough to pull off a double kill shot. Instead, look to the left of the closer enemy and you'll spot a pile of explosives.

Hit the explosives with a bullet and they'll detonate and destroy the two enemies in the blast.

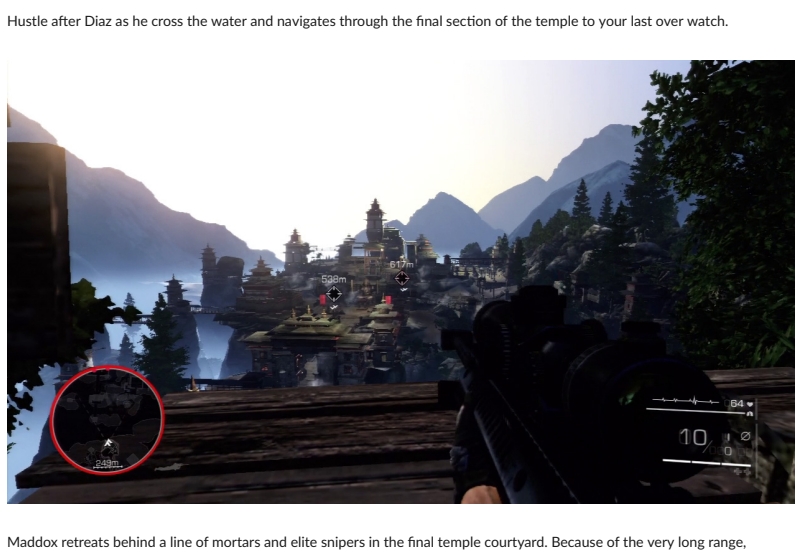
Waypoint 11







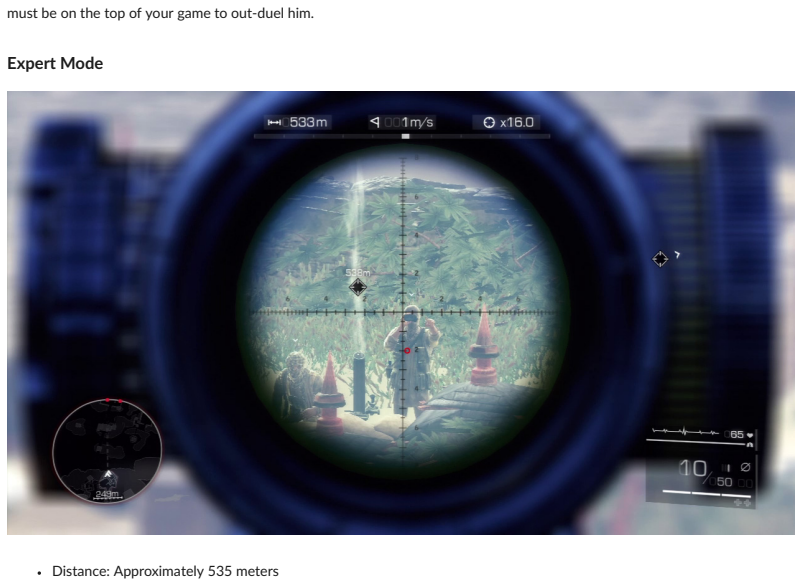
Hustle after Diaz as he cross the water and navigates through the final section of the temple to your last over watch.



Maddox retreats behind a line of mortars and elite snipers in the final temple courtyard. Because of the very long range, measure your shots carefully before pulling the trigger against the mortar enemies.

Against the elite snipers, you don't have the same time; you'll have to be much quicker on the trigger. Against Maddox, you must be on the top of your game to out-duel him.

Expert Mode

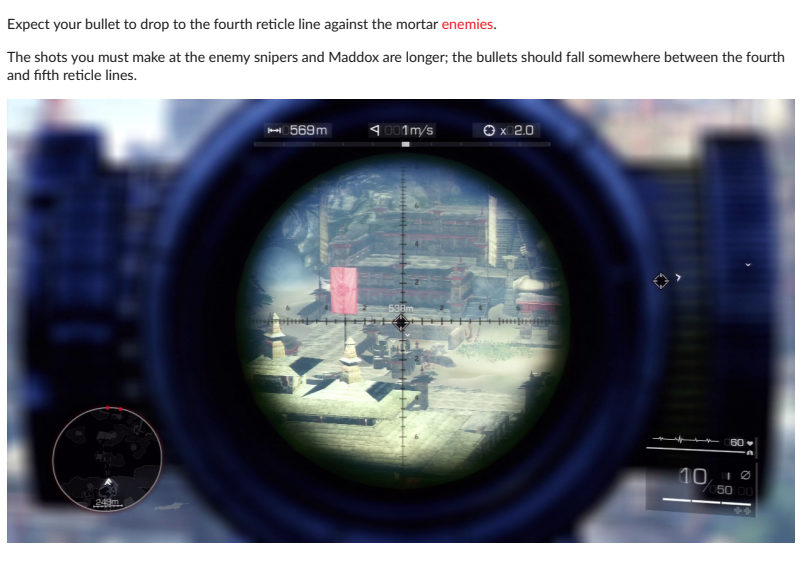


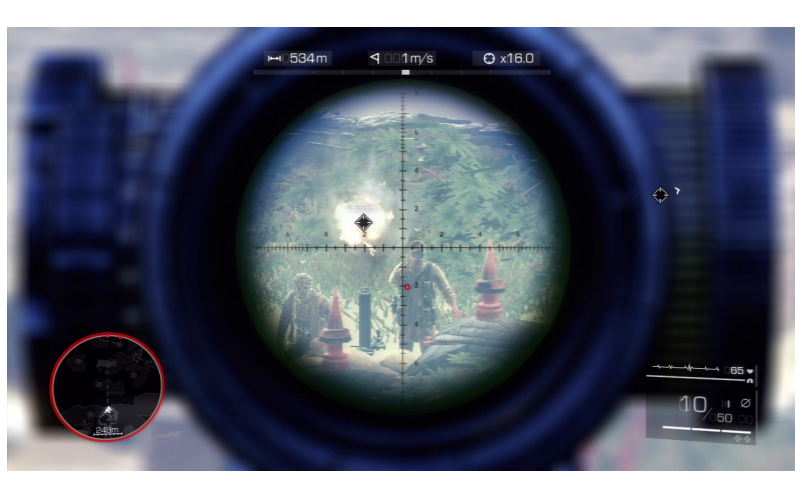
- Distance: Approximately 535 meters
- Wind: 1 meter/second (blowing right)
- Magnification: 16x

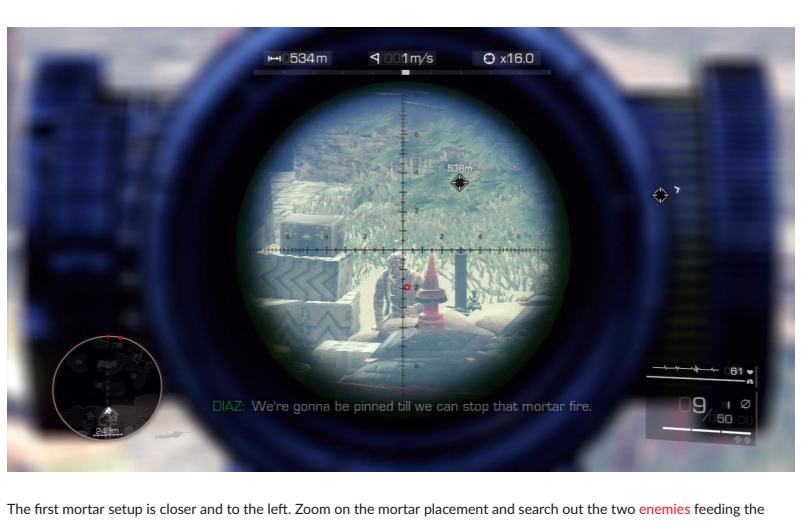
For your final sequence behind the sniper rifle, wind won't be much of a factor, pushing the bullet only slightly right. Gravity, however, will pull on your bullet significantly over the long shots.

Expect your bullet to drop to the fourth reticle line against the mortar enemies.

The shots you must make at the enemy snipers and Maddox are longer; the bullets should fall somewhere between the fourth and fifth reticle lines.

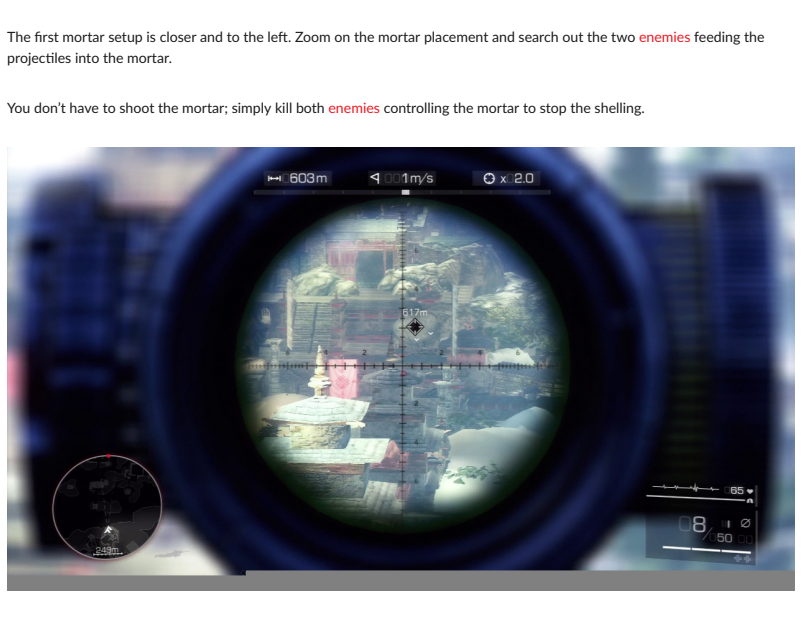


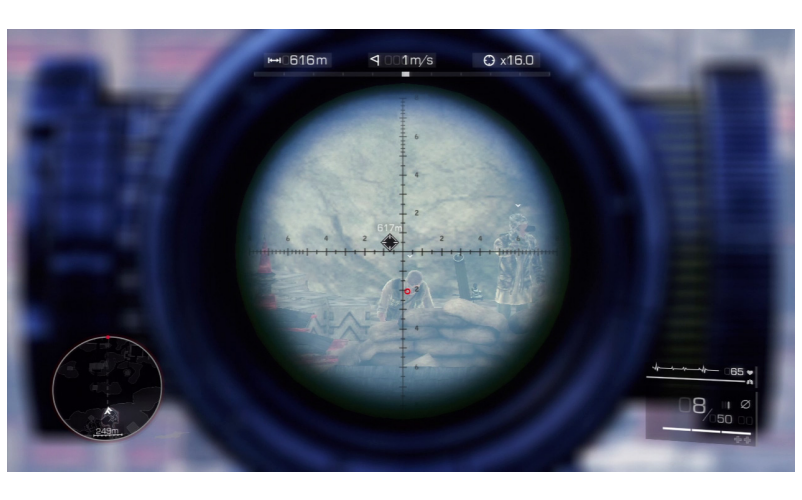


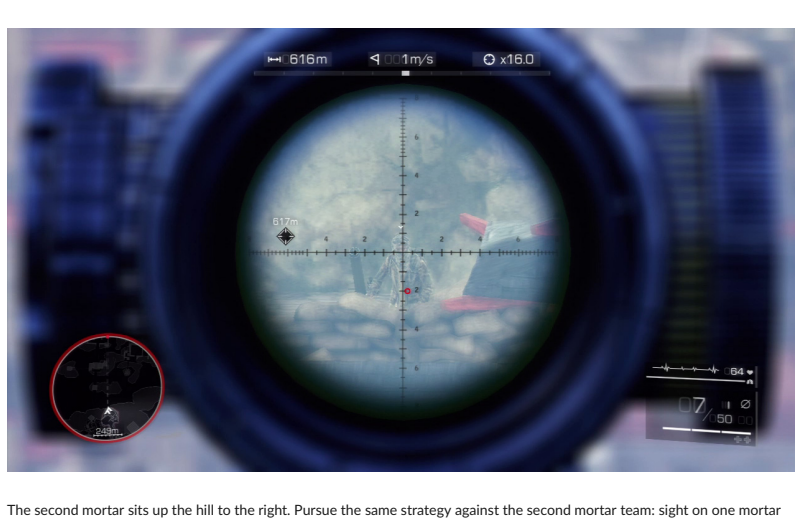

534m
1m/s
x18.0
DIAZ: We're gonna be pinned till we can stop that mortar fire.

The first mortar setup is closer and to the left. Zoom on the mortar placement and search out the two enemies feeding the projectiles into the mortar.

You don't have to shoot the mortar; simply kill both enemies controlling the mortar to stop the shelling.

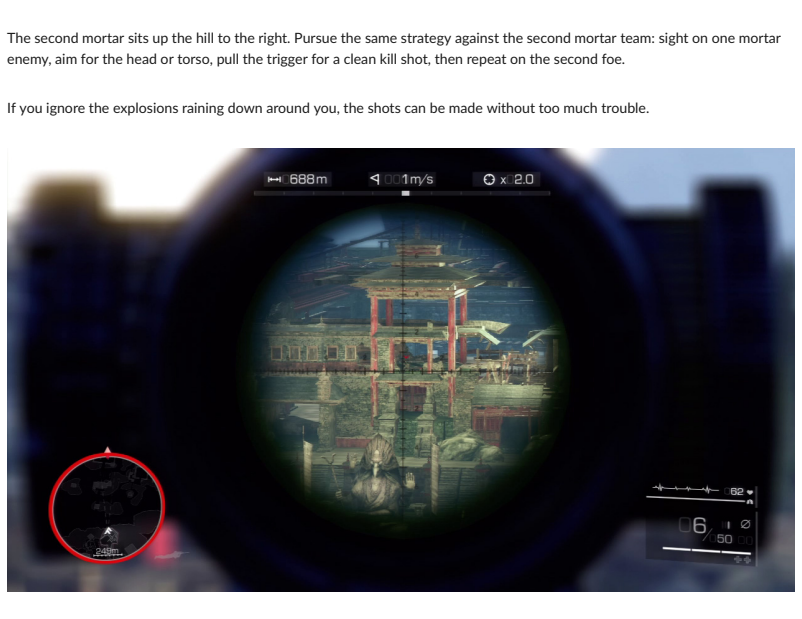


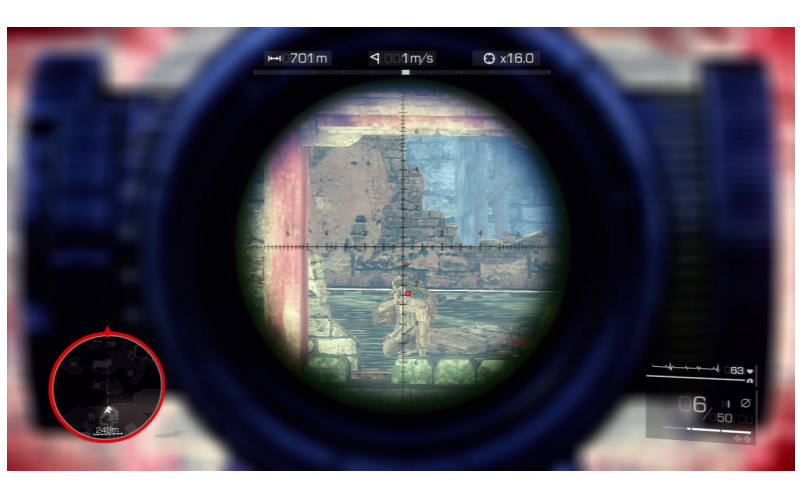


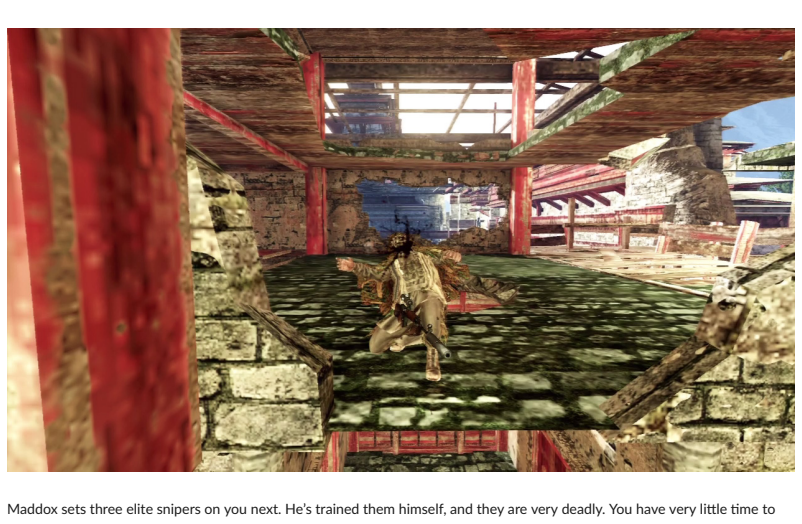


The second mortar sits up the hill to the right. Pursue the same strategy against the second mortar team: sight on one mortar enemy, aim for the head or torso, pull the trigger for a clean kill shot, then repeat on the second foe.

If you ignore the explosions raining down around you, the shots can be made without too much trouble.



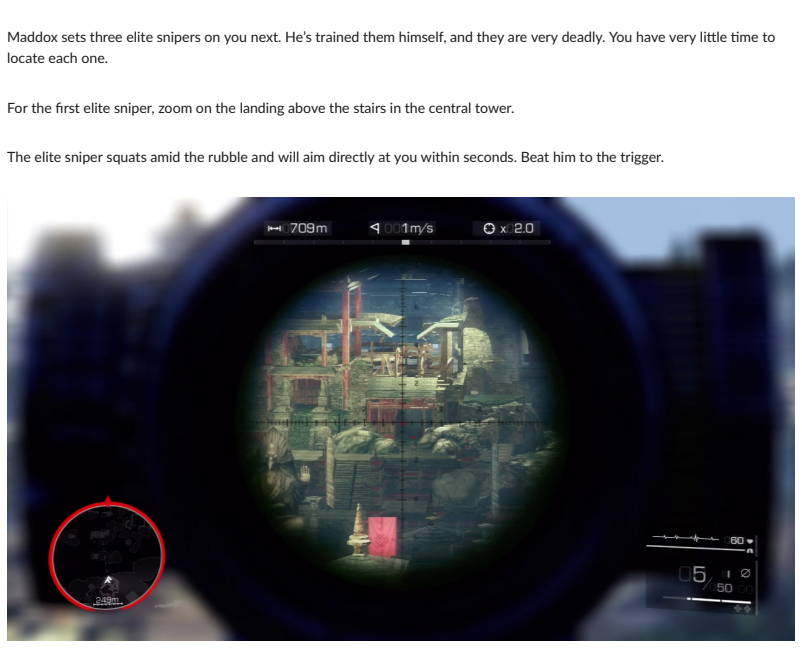


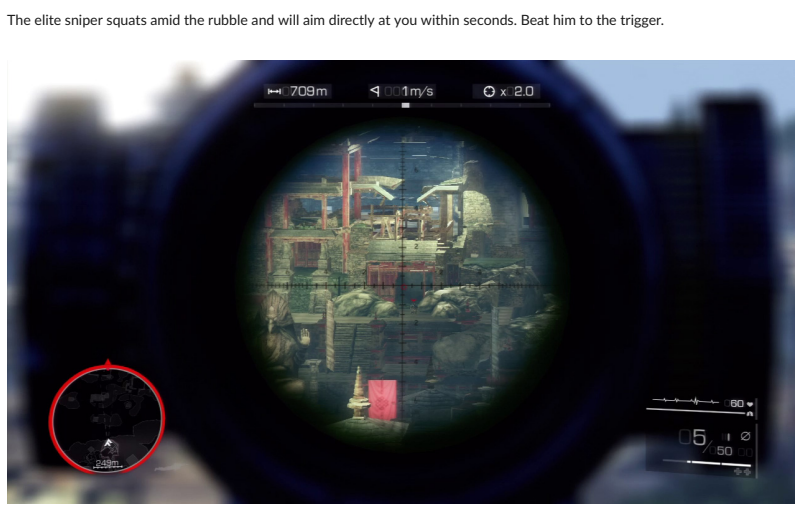


Maddox sets three elite snipers on you next. He's trained them himself, and they are very deadly. You have very little time to locate each one.

For the first elite sniper, zoom on the landing above the stairs in the central tower.

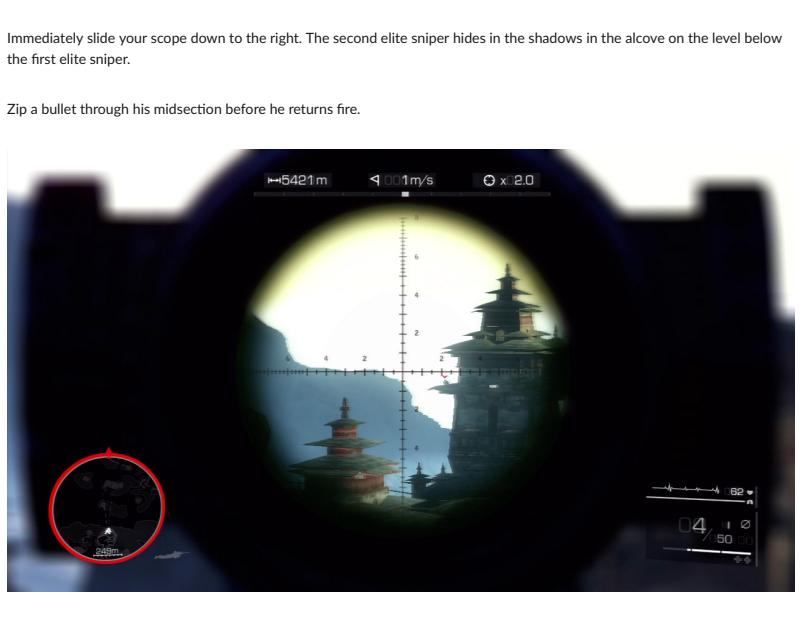
The elite sniper squats amid the rubble and will aim directly at you within seconds. Beat him to the trigger.

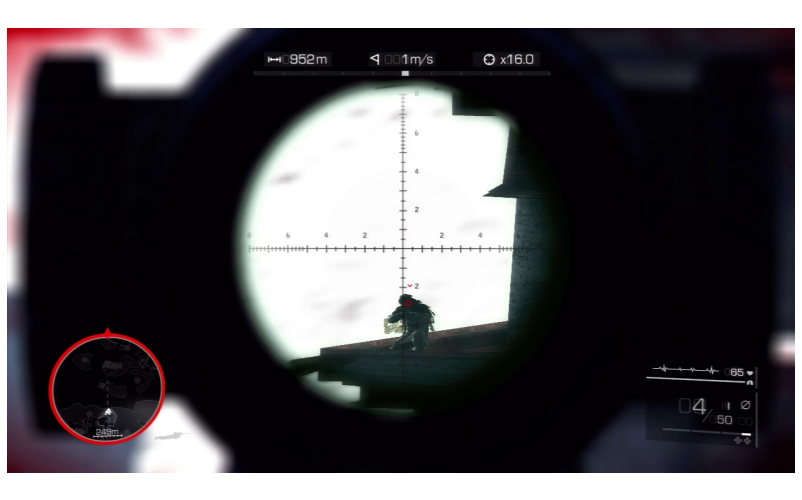


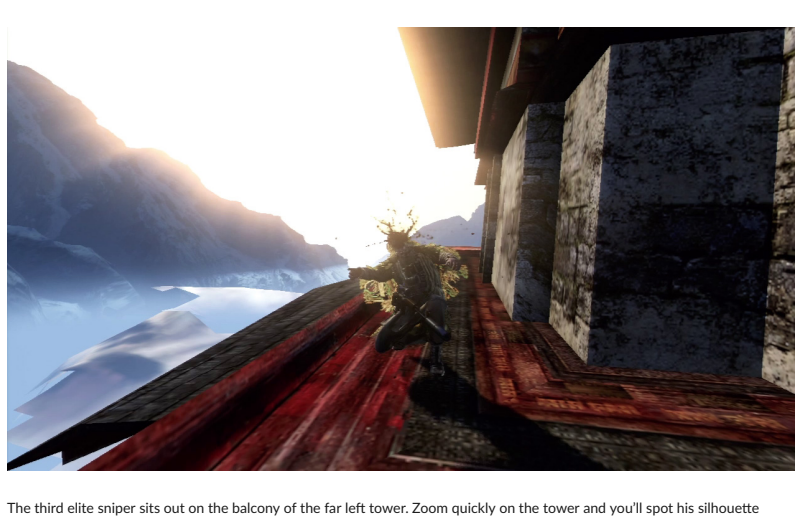


Immediately slide your scope down to the right. The second elite sniper hides in the shadows in the alcove on the level below the first elite sniper.

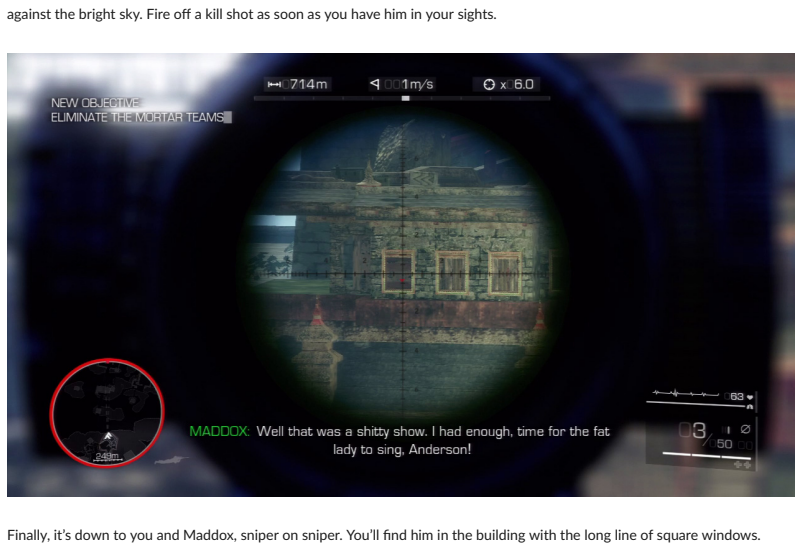
Zip a bullet through his midsection before he returns fire.







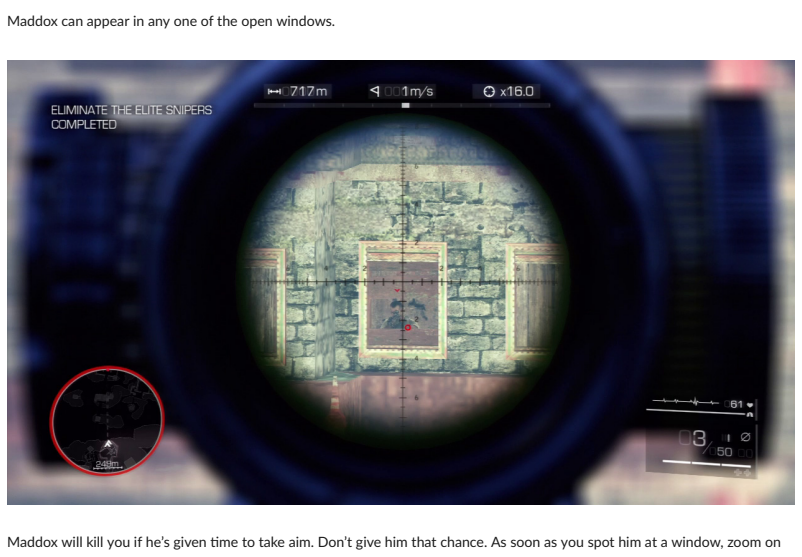
The third elite sniper sits out on the balcony of the far left tower. Zoom quickly on the tower and you'll spot his silhouette against the bright sky. Fire off a kill shot as soon as you have him in your sights.


714m
1m/s
x 6.0
MADDOX: Well that was a shitty show. I had enough, time for the fat lady to sing, Anderson!

Finally, it's down to you and Maddox, sniper on sniper. You'll find him in the building with the long line of square windows.

Some of the windows are boarded-up; other windows are open. Ignore the boarded-up windows and concentrate your attention on the open windows.

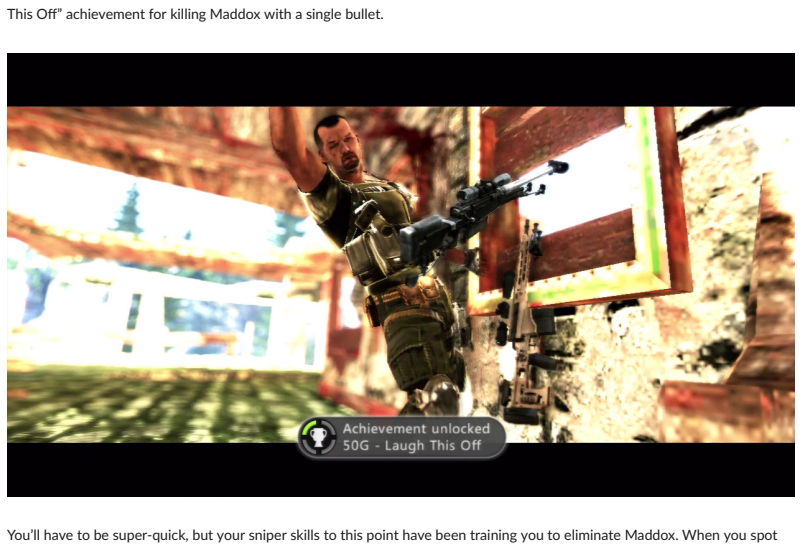
Maddox can appear in any one of the open windows.



Maddox will kill you if he's given time to take aim. Don't give him that chance. As soon as you spot him at a window, zoom on the window. He will duck for cover if he thinks you're taking a shot.

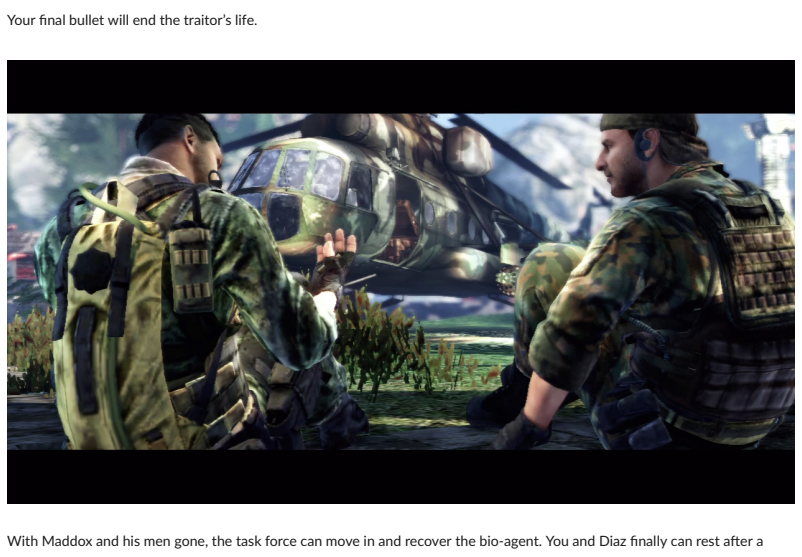
Even if you don't get off a shot, you can use this scare tactic to prevent him from firing on you.

In a pinch, you can also fire off a quick bullet to distract him; however, if you waste bullets like this, you can't earn the "Laugh This Off" achievement for killing Maddox with a single bullet.



You'll have to be super-quick, but your sniper skills to this point have been training you to eliminate Maddox. When you spot his head in a window, quickly zoom on the window and pull that trigger when you have him dead to rights.

Your final bullet will end the traitor's life.



With Maddox and his men gone, the task force can move in and recover the bio-agent. You and Diaz finally can rest after a grueling mission against some of the toughest foes you've ever faced.

As your helicopter takes off, you can rest, with your rifle packed away for the next time America needs you.

Achievement Unlock: Nemesis

- Xbox 360 Gamer Points: 10
- PlayStation Trophy: Bronze

Carl Maddox used to be your friend and partner. He turned on you, and you thought you had dealt with him long ago.

You were wrong.

He's back and once you defeat him for good, you earn the "Nemesis" achievement.

Video is restricted

Achievement Unlock: Laugh This Off

- Xbox 360 Gamer Points: 50
- PlayStation Trophy: Gold

The "Nemesis" achievement might give you recognition for killing Maddox, but you'll have to do one better to score the "Laugh This Off" achievement.

Not only do you have to finish off Maddox off, but you must also do it in style—with just one bullet.

Sniper Survival Kit - Introduction

To be a ghost, one must drift unseen through the enemy, and one must slay the living like the ruthless Hand of Death. As Cole Anderson, an expert sniper deployed on U.S. military missions of the utmost priority, you certainly earn your code name "Sandman" well: You put to sleep all hostiles you encounter ... permanently.

To maximize your efficiency as a sniper, read through the following tips and tactics. Every bullet counts when you're deep in enemy territory.

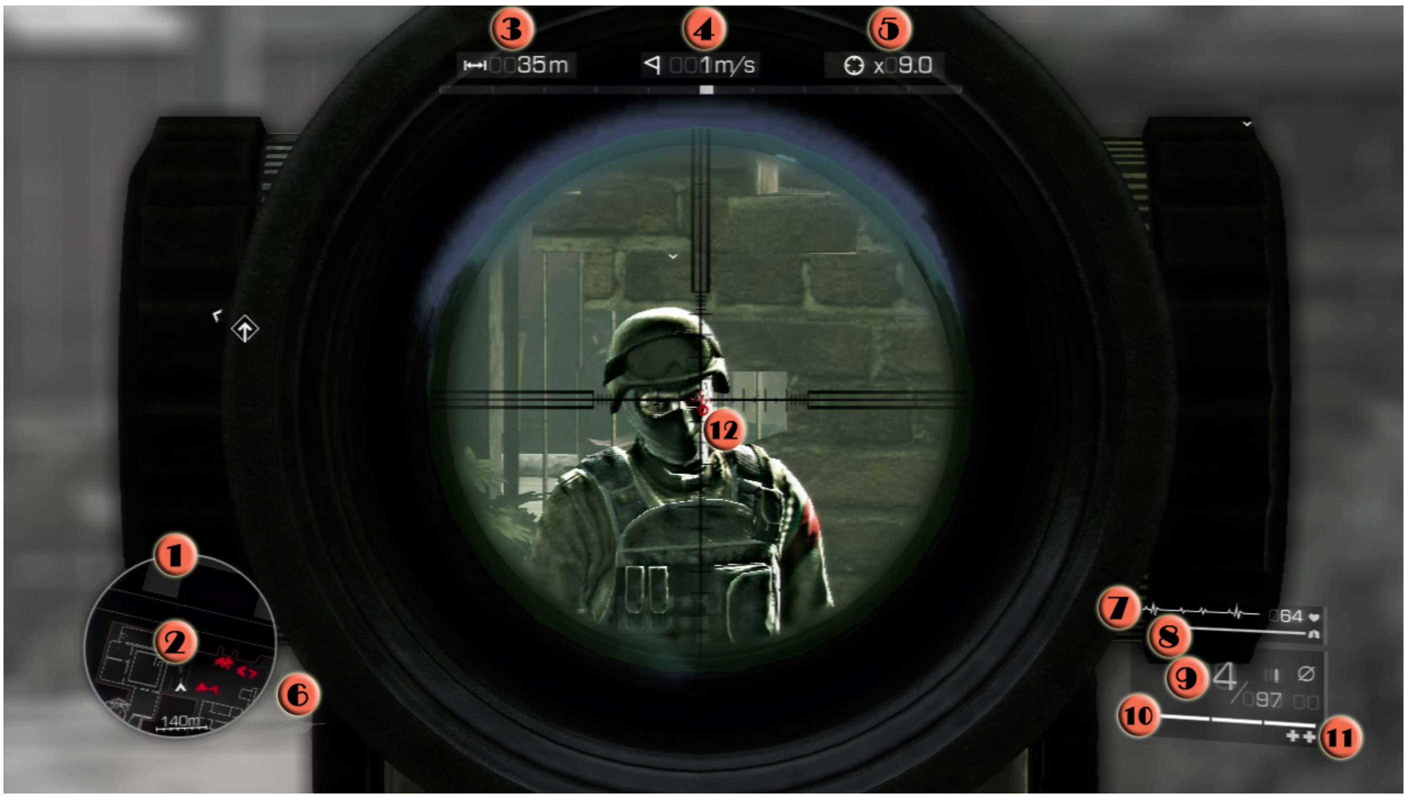
Advanced Sniper Tactics: Stalking

"Stalking a target is a slow affair. Do not feel rushed; your motion should be measured in inches and feet, not in miles. The sniper's tactical advantage comes from not being seen. This will often require crawling and very slow walking."

—Special excerpt from the "Sniper Tactics and History Book"

Sniper Survival Kit

Your Screen



1. Visibility Indicator: This shows if you might have been spotted by an enemy, from which direction, and how much time is left until you are definitely spotted.

2. Minimap: This shows your position, as well as the position of your allies and enemies.

3. Range Finder: Details how many meters to the target. Very useful if you're playing on Expert mode and need to calculate a shot without the Hit Indicator.

4. Wind Sensor: This shows the strength and direction of the wind. Very useful if you're playing on Expert mode and need to calculate a shot without the Hit Indicator.

5. Magnification: Weapon's zoom level for the current setting.

6. Position Icon: An icon that indicates your current stance, either standing, crouching, or lying down prone.

7. Heartbeat Monitor: 60 beats per minute is good. 120 is not.

8. Air Supply: Displays how much air you have left. This becomes particularly useful when swimming underwater to determine how long you can stay submerged.

9. Ammunition Counter: Indicates how much ammunition is left for the weapon currently being used.

10. Health Bar: Three bars means full health. You slowly regenerate your first health bar, but need medkits to regenerate the second and third health bars.

11. Medkit: This shows how many healing kits you have left. You can carry a maximum of two, and each use restores you to full health.

12. Hit Indicator: The red dot visible when looking through a scope of a sniper rifle shows the hit spot of a bullet. Its position is based on the strength of the wind and the distance. On Expert difficulty level this element is not available.

Personal Stats

The game keeps track of ten personal stats for you under the Extras tab on the main menu. At any time you can click to your stats to see total enemies killed, number of times you've tripped an alarm, overall accuracy, and more.

Total Enemies Killed

This is a running count of how many bad guys you've whacked. It doesn't matter how you've splattered them; if they're dead, they end up on this counter.

Total Headshots

128m
1m/s
x9.0
249m
60
06
54

Headshots are the surest way to one-shot kills. To see how many craniums you've exploded, check this stat frequently.

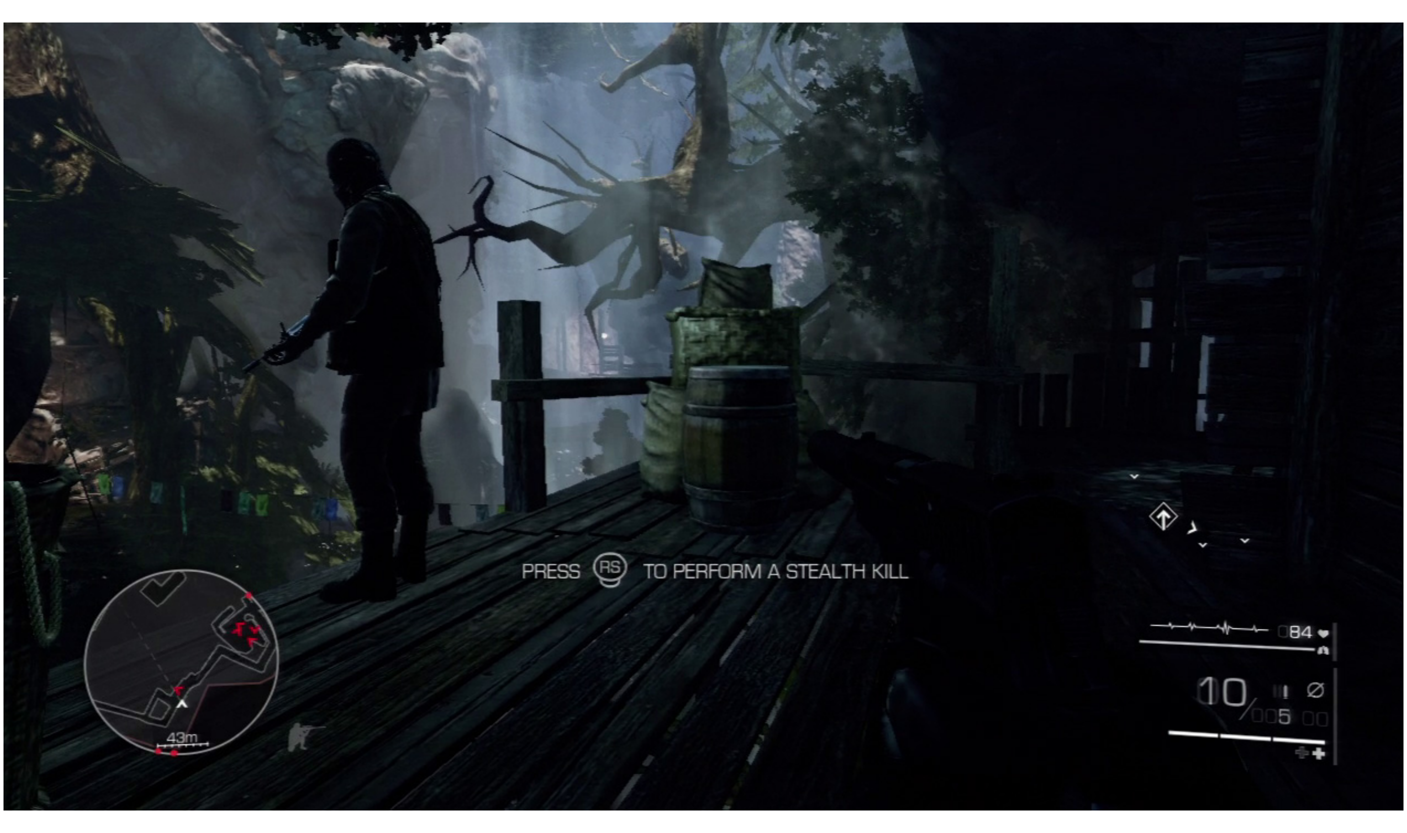
Total Double Headshots

66m
6m/s
x3.0
273m
62
08
60

You'll have many opportunities for the double-kill shot during your missions; the double headshot is the really hard version. Line up your shot as you would to blast two enemy torsos with a single bullet, only slide your scope up and aim for the head.

You don't have much room for error, so precision is the key.

Total Stealth Kills


PRESS RS TO PERFORM A STEALTH KILL
43m
84
10
5

When you want to keep things silent, pull out your knife and go for the stealth kill. You can only perform this move in close quarters, and run the risk of being heard as you approach, but there are times when a gunshot is too risky.

Total Alarms Raised

30m
0m/s
x9.0
140m
64
05
91

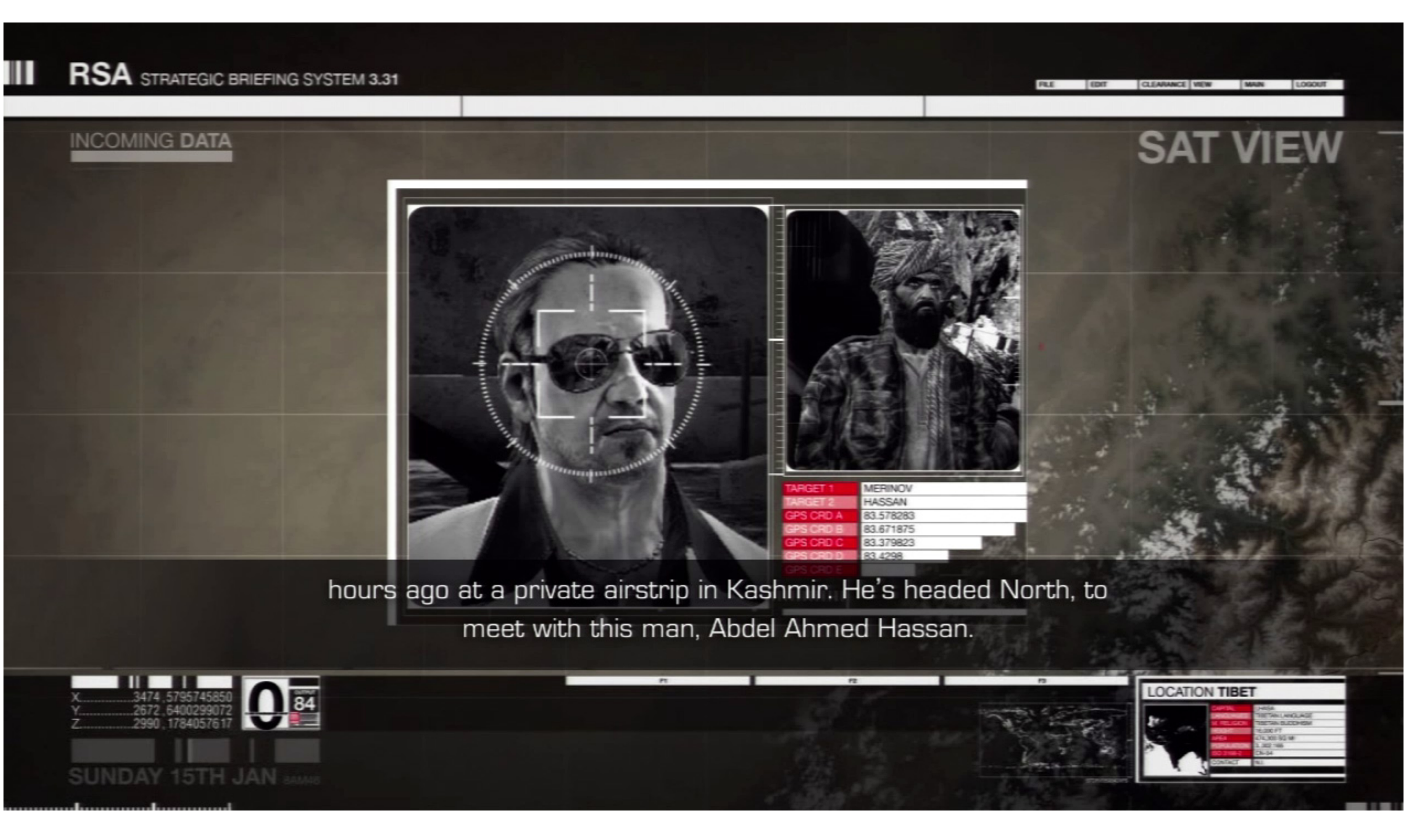
When you botch a shot or get spotted, the enemy raises the alarm. Each time that unfortunate event occurs, you get a tally in this field.

Times Killed

134m
67
10
30

Hopefully this number equals zero. However, if you do die, you can always restart at the previous checkpoint. The only penalty is this counter goes up.

Total Play Time


RSA STRATEGIC BRIEFING SYSTEM 3.31
INCOMING DATA
SAT VIEW
TARGET 1 MERINOV
TARGET 2 HASSAN
hours ago at a private airstrip in Kashmir. He's headed North, to meet with this man, Abdel Ahmed Hassan.
LOCATION TIBET
SUNDAY 15TH JAN

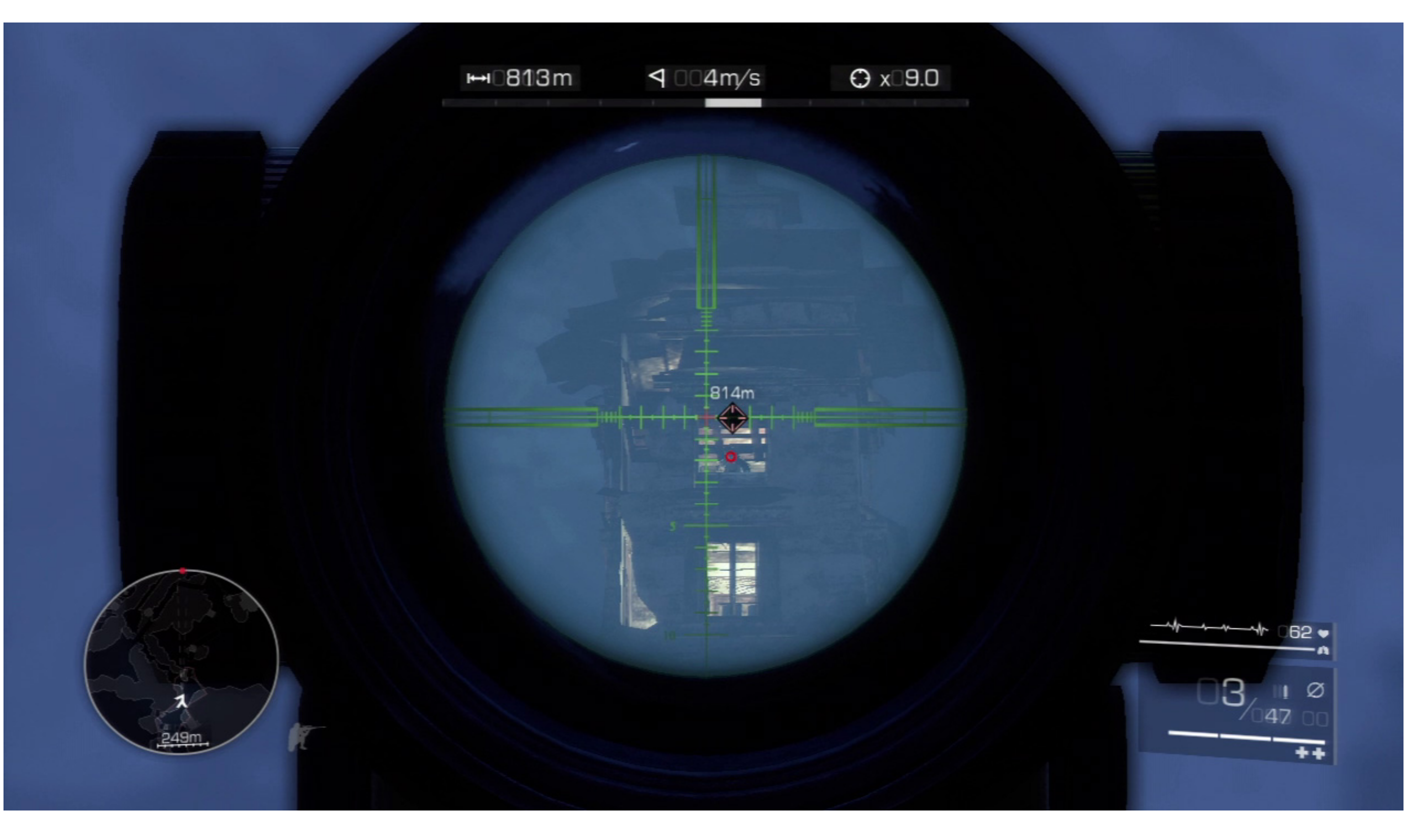
Here's a running total of your gameplay time. Don't be surprised if you get absorbed in this game and find the total higher than you thought!

Furthest Hit

1265m
0m/s
x16.0
273m
60
08
30

As you might guess, this stat tracks your longest kill in meters. You might even pull off some in the four digits!

Furthest Headshot


813m
4m/s
x9.0
814m
249m
62
03
47

Same as your longest shot above, except it only counts if you nail the enemy in the head.

Overall Accuracy

134m
6m/s
x9.0
134m
RM 37-405
328m
60
09
83

This percentage is simply number of kills divided by number of shots. It will ebb and flow depending on the mission, but, by the end of the game, you should have a fairly strong indication of whether you have what it takes to be an expert sniper.

Sniper Survival Kit

Mission Planning

You can't head out to the battlefield before you know where you're going. You might be anxious to check off your objectives, but you need to listen to your briefing and pay attention before doing anything else.

General Wheeler and company will always give you an overview of events, and in addition to emphasizing your key mission objectives, the briefing may give you clues to the dangers ahead.

Advanced Sniper Tactics: Dead-Space

"'Dead-space' is the name given to regions in your sector of observation that you cannot see. Examples include trenches, the areas behind berms, and dry riverbeds. A terrain analysis will give you an idea of where such regions will be and allow you to begin thinking about how to compensate for such regions in your scanning plan. Perhaps you will monitor the exits to such regions."

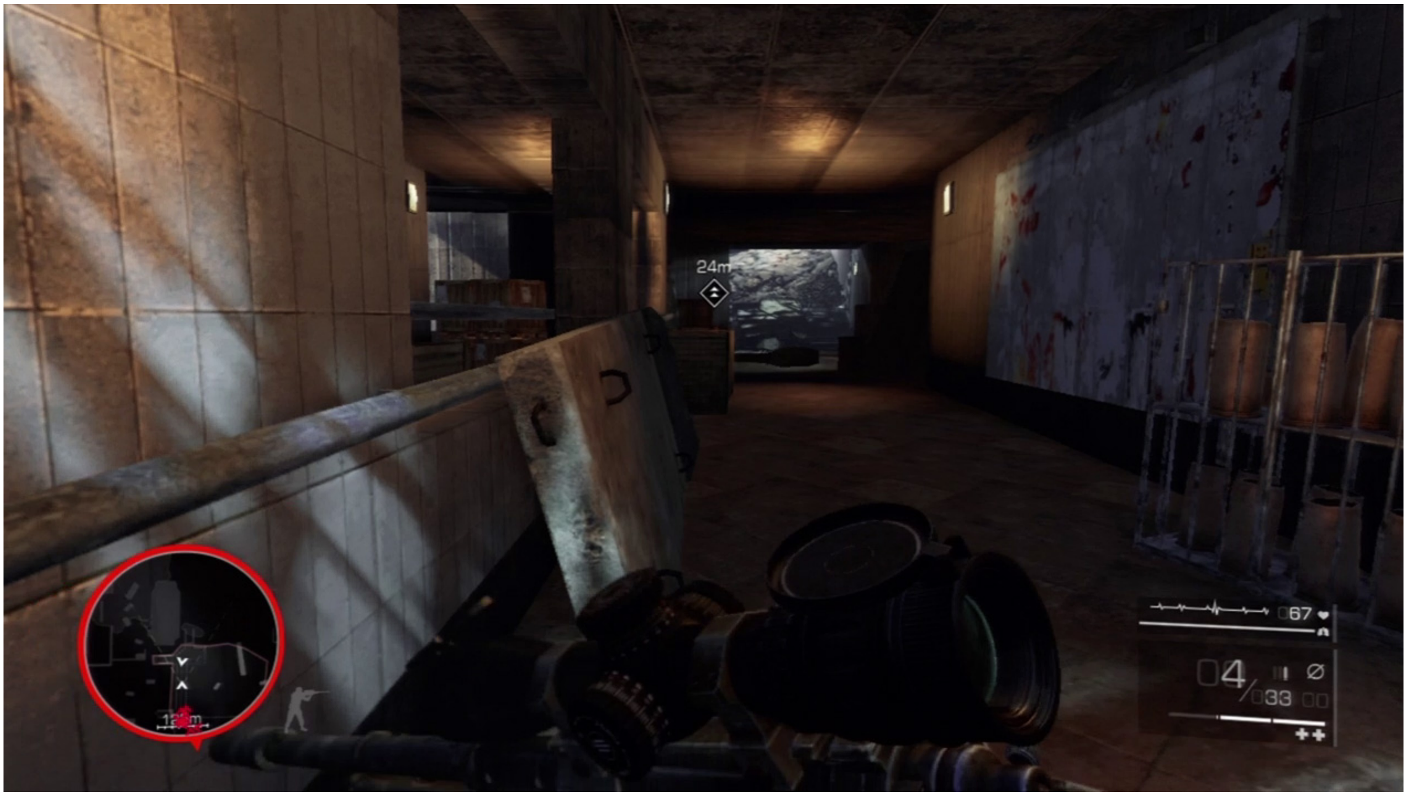
—Special excerpt from the "Sniper Tactics and History Book"

Once you arrive on-site, think about the terrain you're about to traverse and your primary mission objectives. Are you starting in the water or under the cover of trees? Do you have a time limit to reach your destination, or can you take your time to pick off targets?

What is your first mission objective and how can you best get into position to accomplish it? Factor in as many variables as you can before leaving a safe spot and hunting down the enemy.

Sniper Survival Kit

Minimap



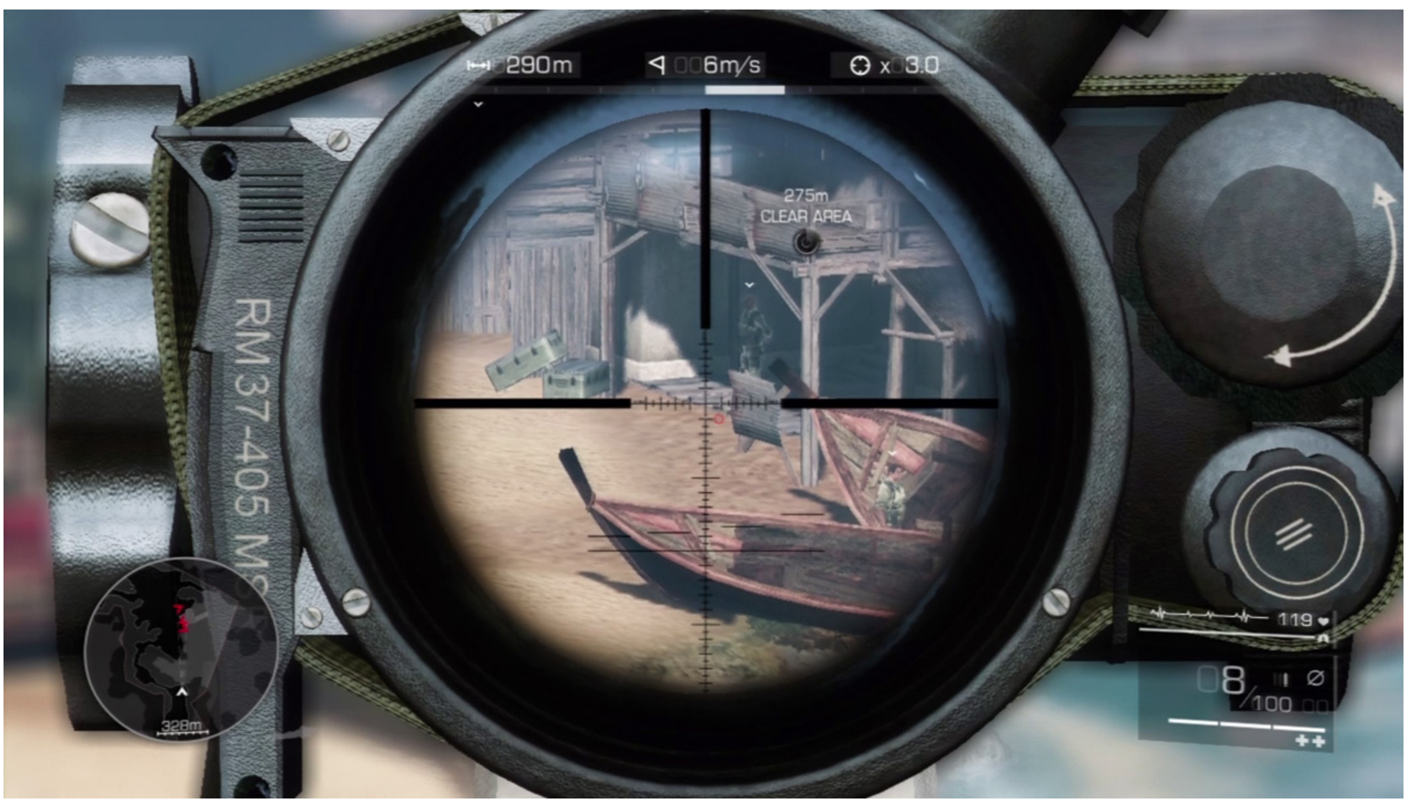
Study the minimap to get a feel for the nearby terrain and potential obstacles in your way. Though it may be difficult to decipher 3-D terrain on the minimap, it's good for identifying covers spots like buildings, walls, and other structures.

Most important, scouted enemies appear on the minimap as red V's after you spot them, and once an enemy is on the minimap, you can track his movements and determine the potential threat to your next action.

Tip

Avoid open areas like roads and fields, and bounce from hills and trees to stay in cover and spy the enemies in time to take advantage of the situation.

Recon



As you can imagine, it's better to know what's ahead of you so that you can plan accordingly. Always scout around an area before you charge in.

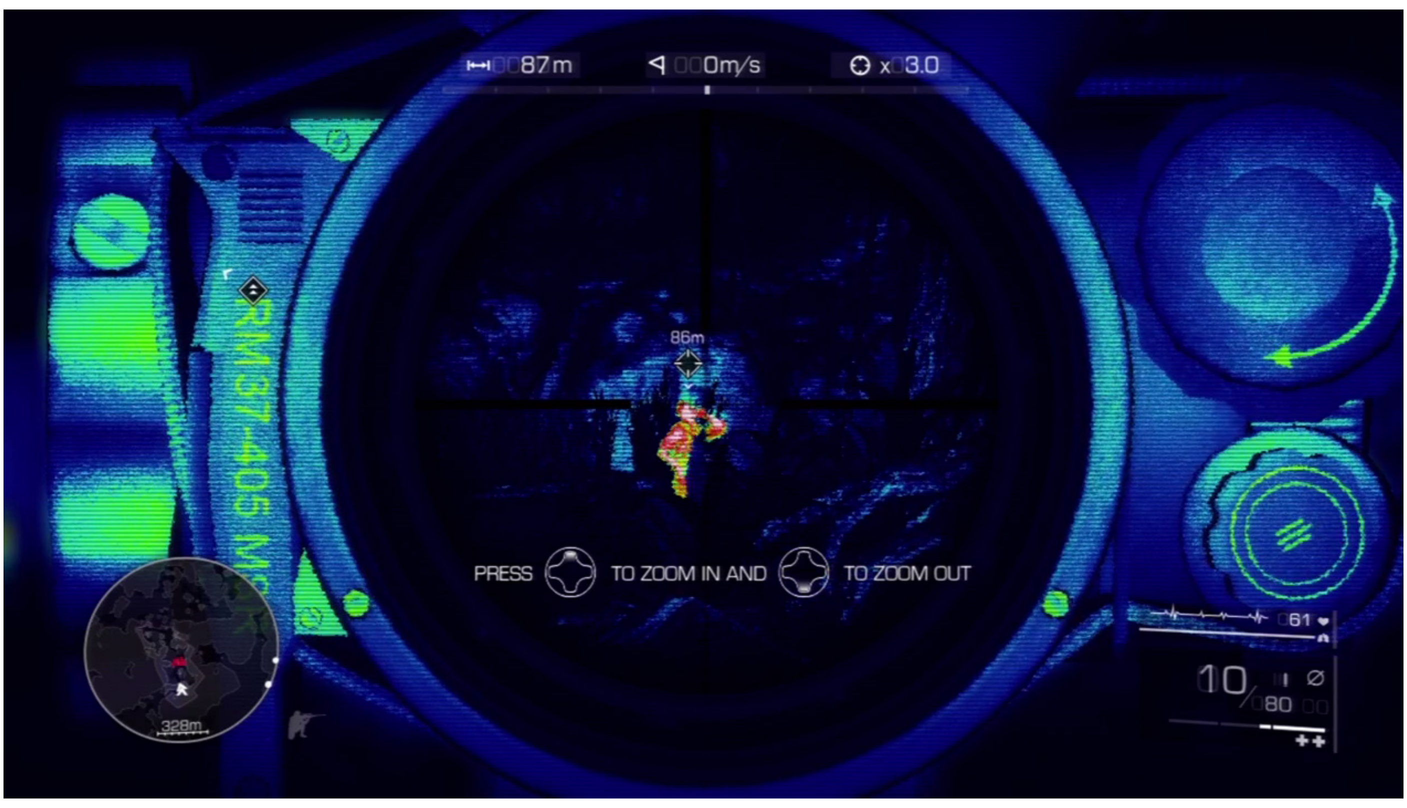
You may spot a hidden enemy up on a hill that you wouldn't have noticed otherwise, or recognize a trap before it wipes out your whole mission. Also, you need to know what to expect so that you can adopt the best plan of attack, especially when you must attack in a series of rapid-fire maneuvers.

Tip

Binoculars mark enemies by placing a tag icon over their heads. These can be seen through environmental objects making it easy to track a tagged enemy's movement.

To tag an enemy, position him in the center of the binoculars. Playing on Expert difficulty level, however, makes it impossible to tag enemies.

Thermal Vision

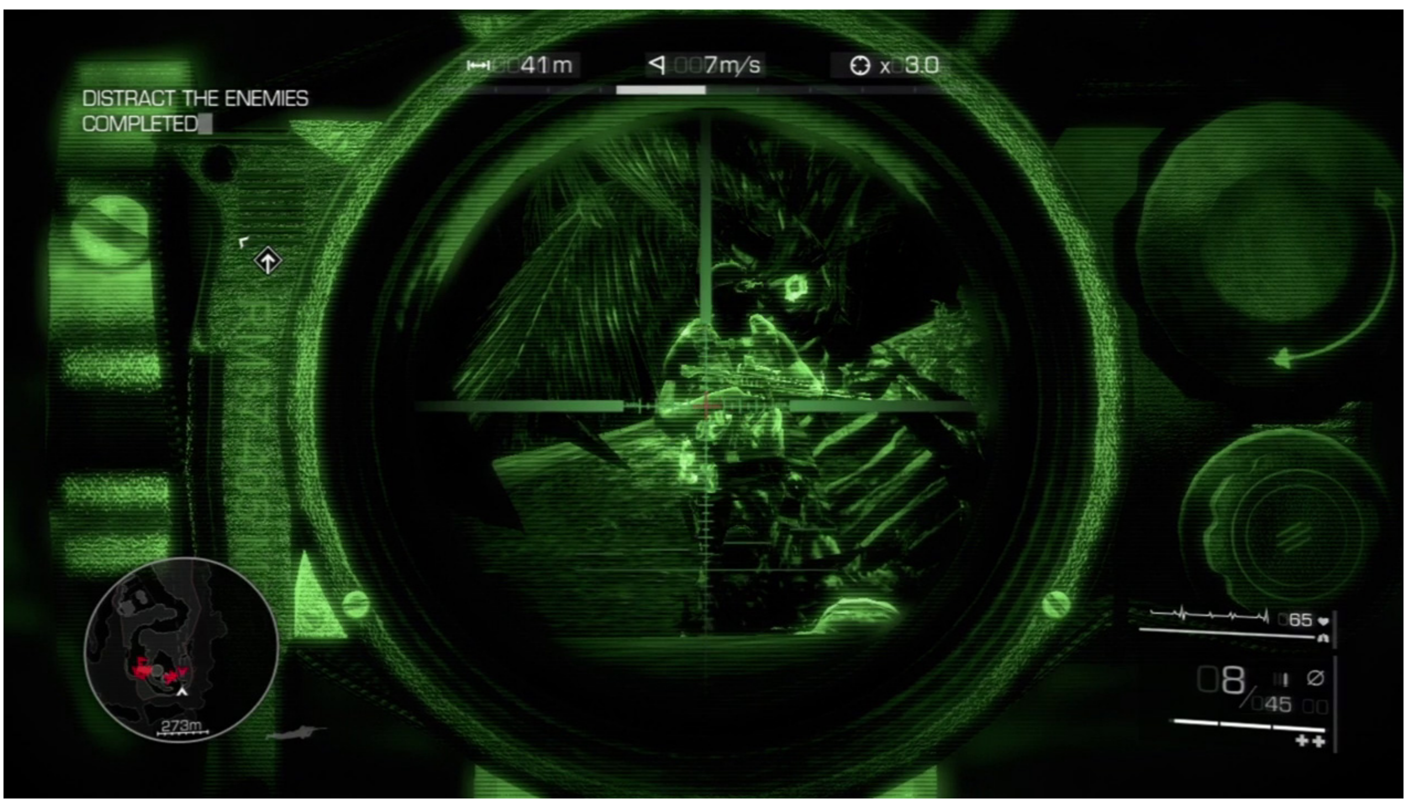


During daytime missions, your eyes generally do the job. Still, there are times when enemies are difficult to pick up, whether it's because of the haze peering into the distance or the camouflage from surrounding vegetation.

In times like these, flip on the thermal vision and look for heat signatures instead. Enemy heat patterns will show up in all but the thickest of vegetation and the mix of colors is sometimes easier to spot at a distance.

When you have time, it's always a good idea to toggle between normal vision and thermal vision anyway to get multiple views of the land and to catch any nasty surprises that may be waiting for you.

Night Vision


DISTRACT THE ENEMIES
COMPLETED

Don't run around with your normal peepers. On nighttime missions especially, you need the use of your special vision. Night vision can brighten the darkness to like-daylight conditions, and you can certainly notice movement better with the brighter whites against the green.

In night vision mode, however, watch out for bright lights and explosions. The flash of a muzzle or a sudden explosion can temporarily blind you, and that's all the time the enemy needs to drop you permanently.

Movement

MADDOX: You like butchering, huh?! How does this feel?!

You can use any of three stances during your mission: standing, crouching, or lying on the ground (prone). Standing is only good for peeking over obstacles if you need to survey an area, and even then, you should only pop up for a second so that you don't get spotted.

Crouching will be your main stance; it's your default position for moving slowly, but steadily, and being able to line up a standard shot at a moment's notice. Dropping prone affords you great cover—you're low to the ground, after all—and steadies your aim, especially for long-range shots, but it limits your movement to a crawl.

Advanced Sniper Tactics: Tree Stacking

"Use 'tree stacking' for moving in a wooded area. The sniper employs this movement techniques by making sure that there is always a tree between the sniper and the target. This ensures that the sniper always knows where the target is and the target has great difficulty in spotting the sniper. If the sniper is not stalking in a wooded area, he can still use the principles behind tree stacking by keeping cars, rubble, buildings or high ground between the sniper and the target while he approaches the hide."

—Special excerpt from the "Sniper Tactics and History Book"

MADDOX: Cry me a river. I told you to stick close. That's what you get for being an idiot.

SAVING
6m
75m
93
3
32

Enemy position dictates how you should move. Most of the time you don't have to move; you should stay still in cover and pick off all targets until the coast is clear. When you do need to move, make sure you know where all the surrounding enemies are located before you take off.

If you want to cross an open space like a field, for example, and there are no enemies in sight, stand up and sprint to the other side before others arrive. If you're in average terrain with lots of cover spots like rocks and trees, crouching tends to attract the least attention.

In heavily guarded areas where you have to stay put or where you have to move only a short distance, crawling in the prone position may be the best option.

Caution

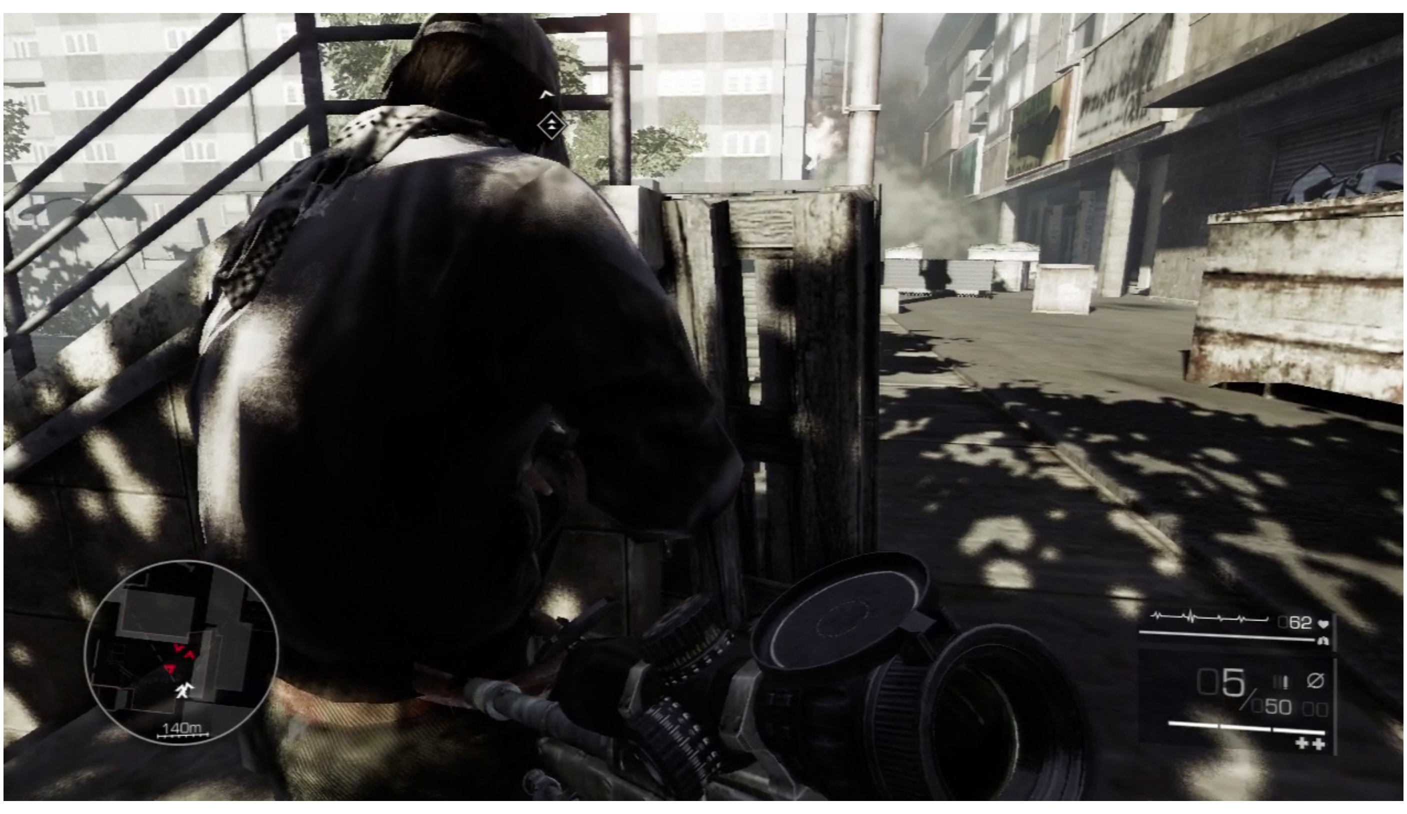
When you get tired after running, aiming becomes harder. Your scope moves more and you can't hold your breath until you rest and your pulse calms down.

Advanced Sniper Tactics: Hand-Railing

"If your route takes you parallel to a road or trail, consider 'hand-railing' the road or trail. Hand-rail a road by maintaining a fixed offset from the road and traveling through a region near the road with good concealment. For example, if there is a road that passes through a wooded area, stay in the forest but keep the road in sight so that you can use it as a continuous landmark and monitor its traffic. But take care to remain concealed from view by those who would use the road."

—Special excerpt from the "Sniper Tactics and History Book"

Using Cover



Cover is your friend. Unless an enemy is actively shooting at you or moving directly toward you, cover keeps you from notice, and if you aren't detected, it leaves you free to pursue your tactics without enemy interference.

Advanced Sniper Tactics: Hide Selection

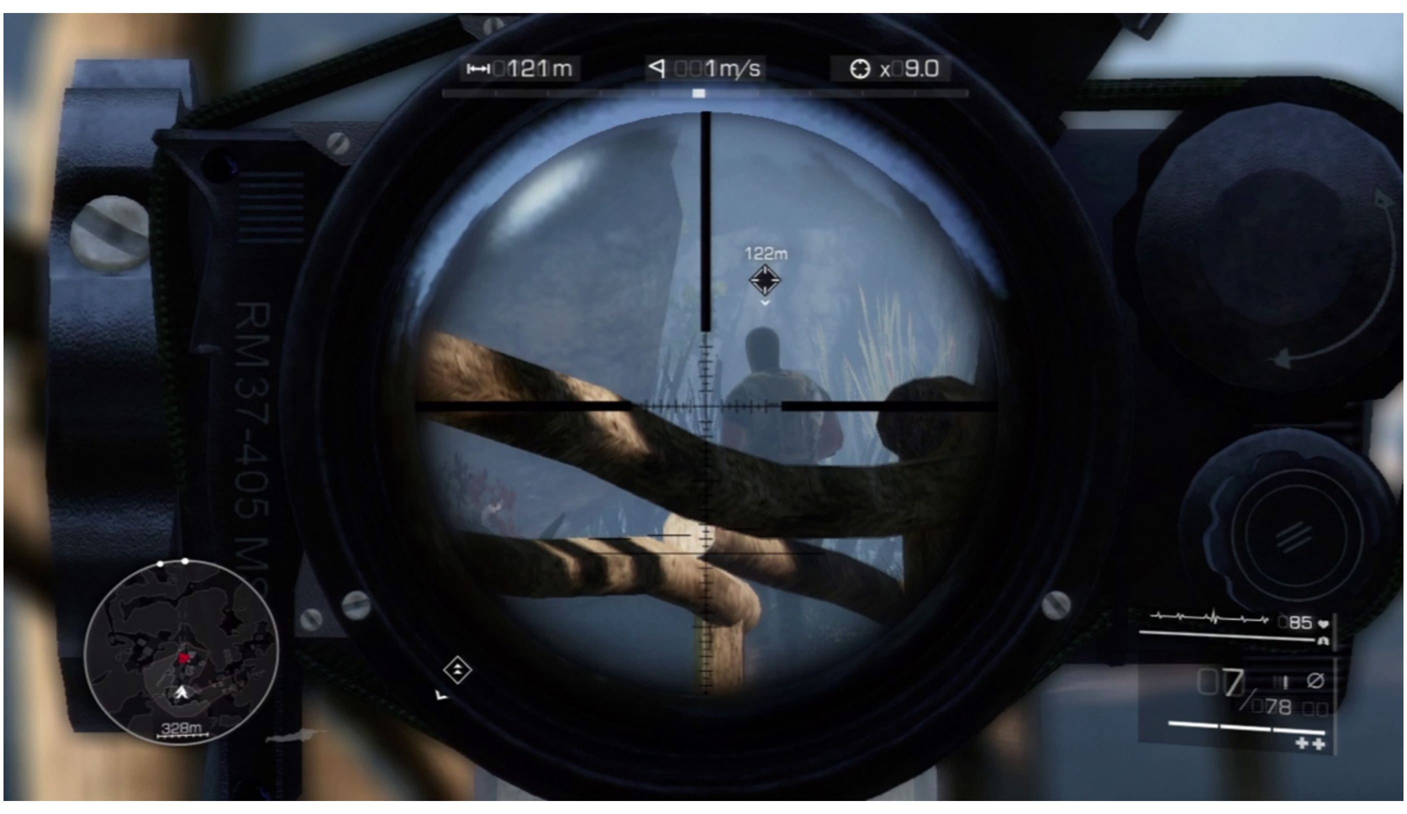
"An ideal hide will offer cover, concealment, excellent fields of view and fire, an easily defensible position, multiple escape routes and an unremarkable appearance when seen from the outside.

In actuality, hides will rarely have all these qualities; some compromises will have to be made between the considerations. For example, the crest of a hill offers the best fields of view and fire, but it is also the most obvious spot to look for a sniper.

Moreover, the sniper would be "sky-lighted," having only the blue sky behind him showing the enemy a clear silhouette of the sniper. Compromise between these two considerations by moving down the hill from the crest, sacrificing some visibility but gaining concealment.

The same applies to the roofs of tall buildings—consider an upper floor, rather than the roof."

—Special excerpt from the "Sniper Tactics and History Book"

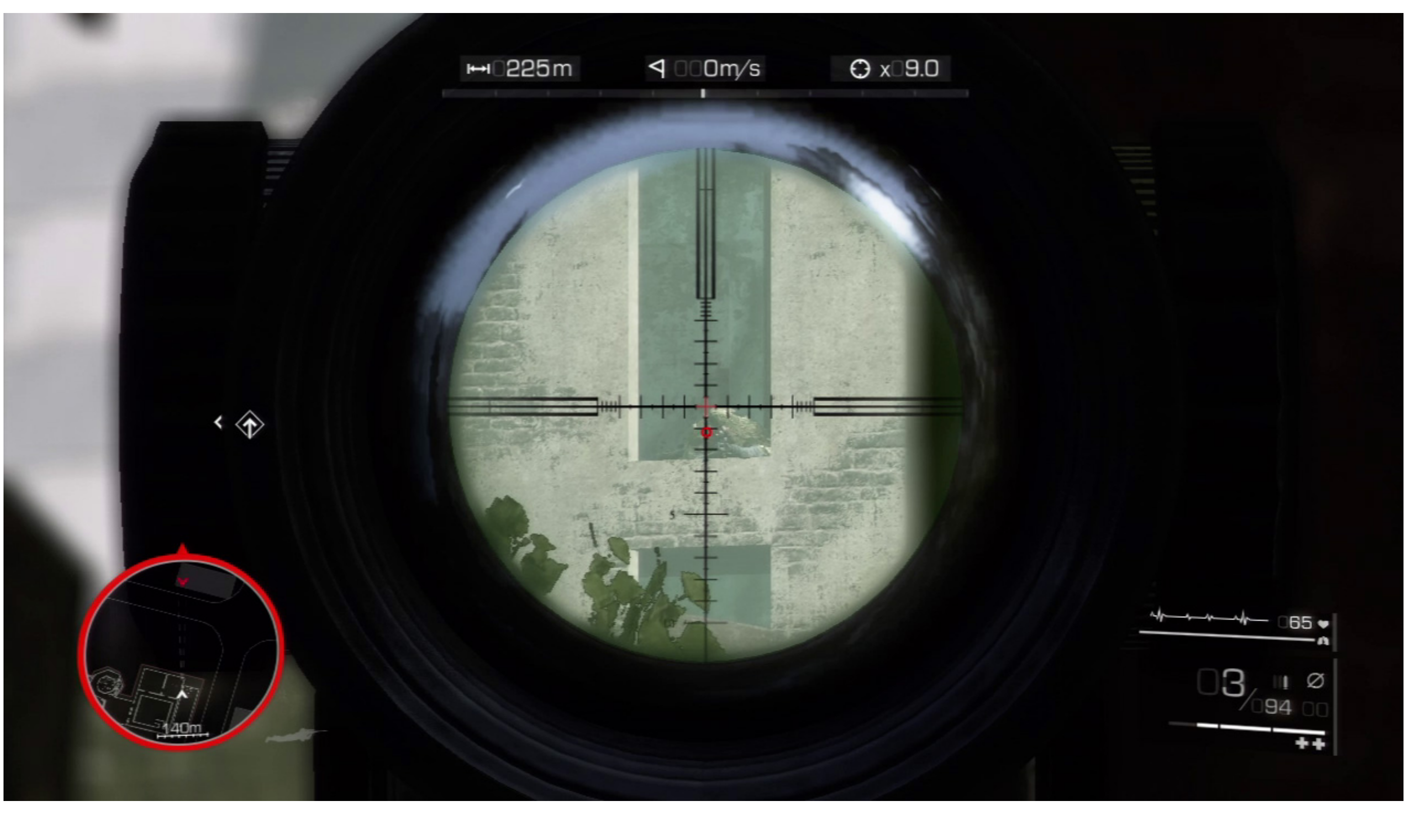


When you leave cover, you should always have the next cover spot in mind. If enemies patrol the area, try to wait until they are out of sight, have their backs turned, or are at the farthest point from you on their patrol route when you leave the safety of your cover position.

Firing from cover is a good idea if you can stay hidden and still pick off enemy targets. Drop prone if you can to steady your aim and stay concealed. Unfortunately, your shots will usually draw attention to your position, and you should be moving to your next cover spot before the enemy turns up the heat on you.

Caution

While under fire, you might get suppressed. This causes a blurry full-screen effect that makes it much harder to aim.



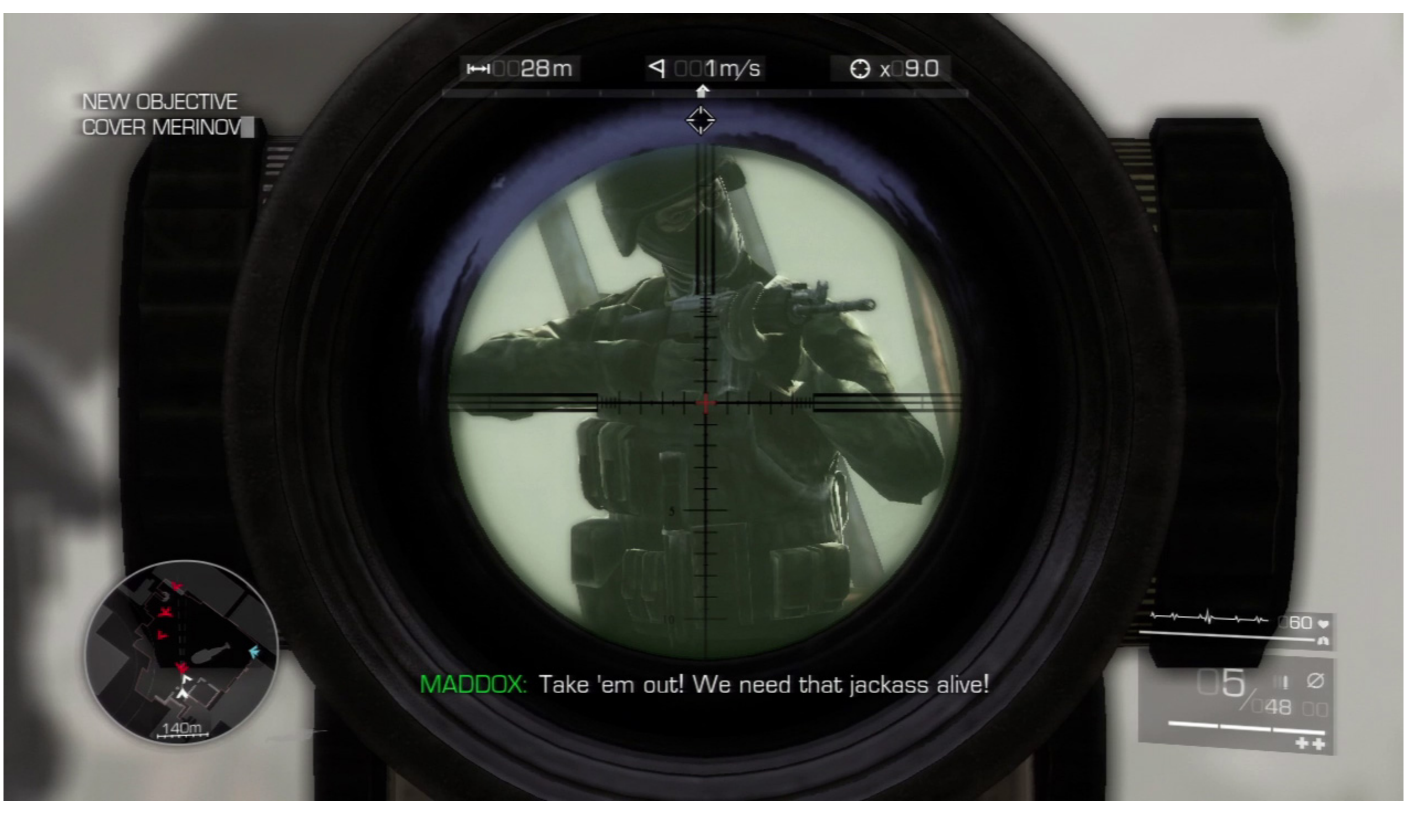
Remember, don't expose yourself to unnecessary fire. A frequent mistake by beginners is to charge into a new area to see what's there.

Granted, if you're willing to restart the mission over and over, you can learn the lay of the land that way, but it'll be painful. A safer course might be a plan like this: While entering an area, rounding corners and descending hills, you always want your gun facing the new area. By hugging building walls and trees with your back, you gain cover and maintain position on your eventual enemies.

Tip

Wind is set for each mission. Sometimes, however, it might be smart to look for a different sniping spot that puts the wind behind you and minimizes its effect on the bullet.

Visibility Indicator

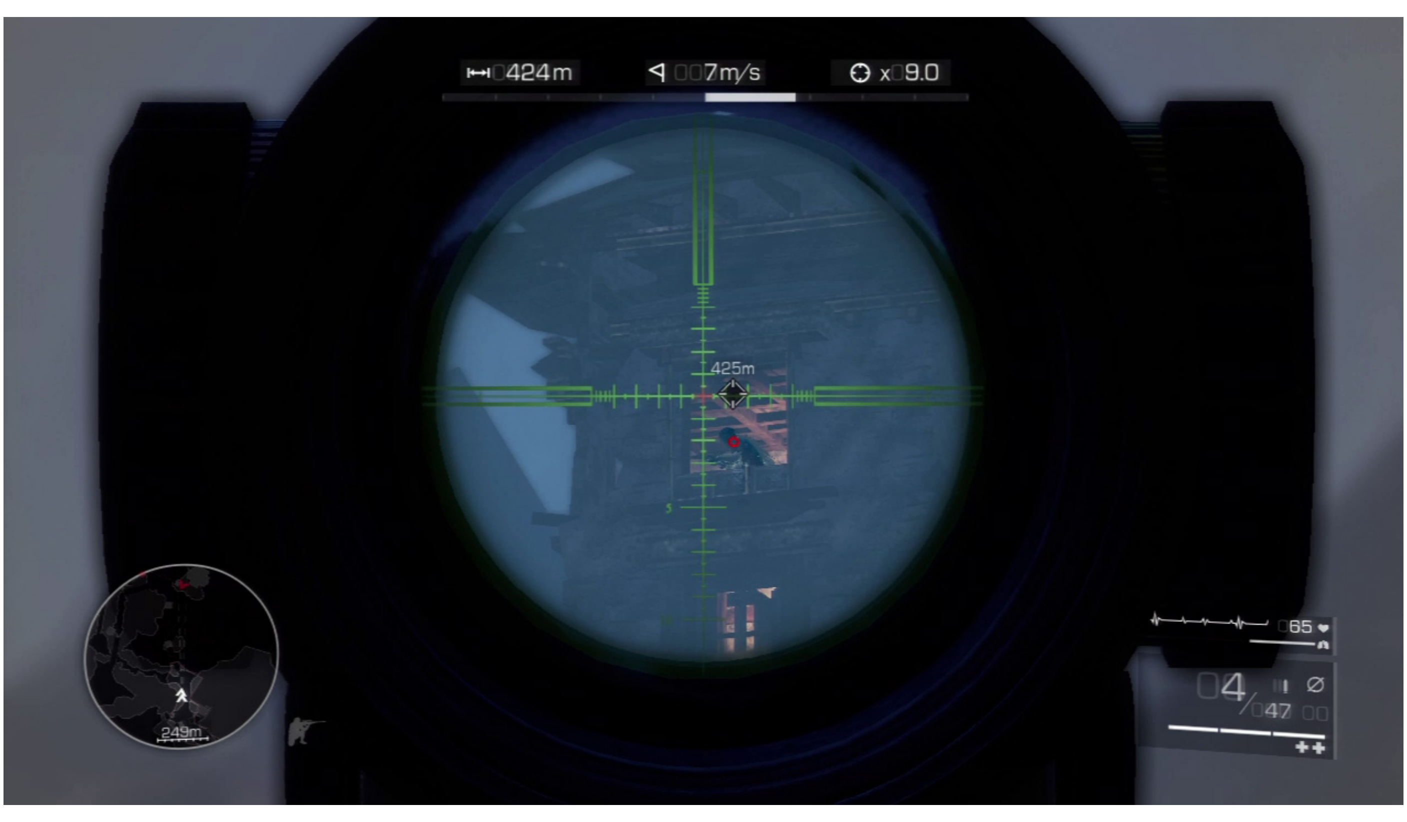


MADDOX: Take 'em out! We need that jackass alive!

This indicator shows the enemy's field of vision in the area and the likelihood that you will be spotted in your current position. If an enemy looks in your direction and you're not hidden, the indicator begins to tick and the indicator's red ring will begin to expand. If the ring expands into a full circle, the enemy has spotted you, the alert goes up, and the enemy will fire upon you if he has a shot.

The arrow on the ring marks the enemy's direction, so check the arrow for the enemy position and react accordingly. Unless you need to move quickly out of an enemy swarm, you generally want to drop prone or seek immediate cover as soon as you hear or see the Visibility Indicator activate. Continue to slide into cover and put an obstacle between you and the enemy to avoid detection.

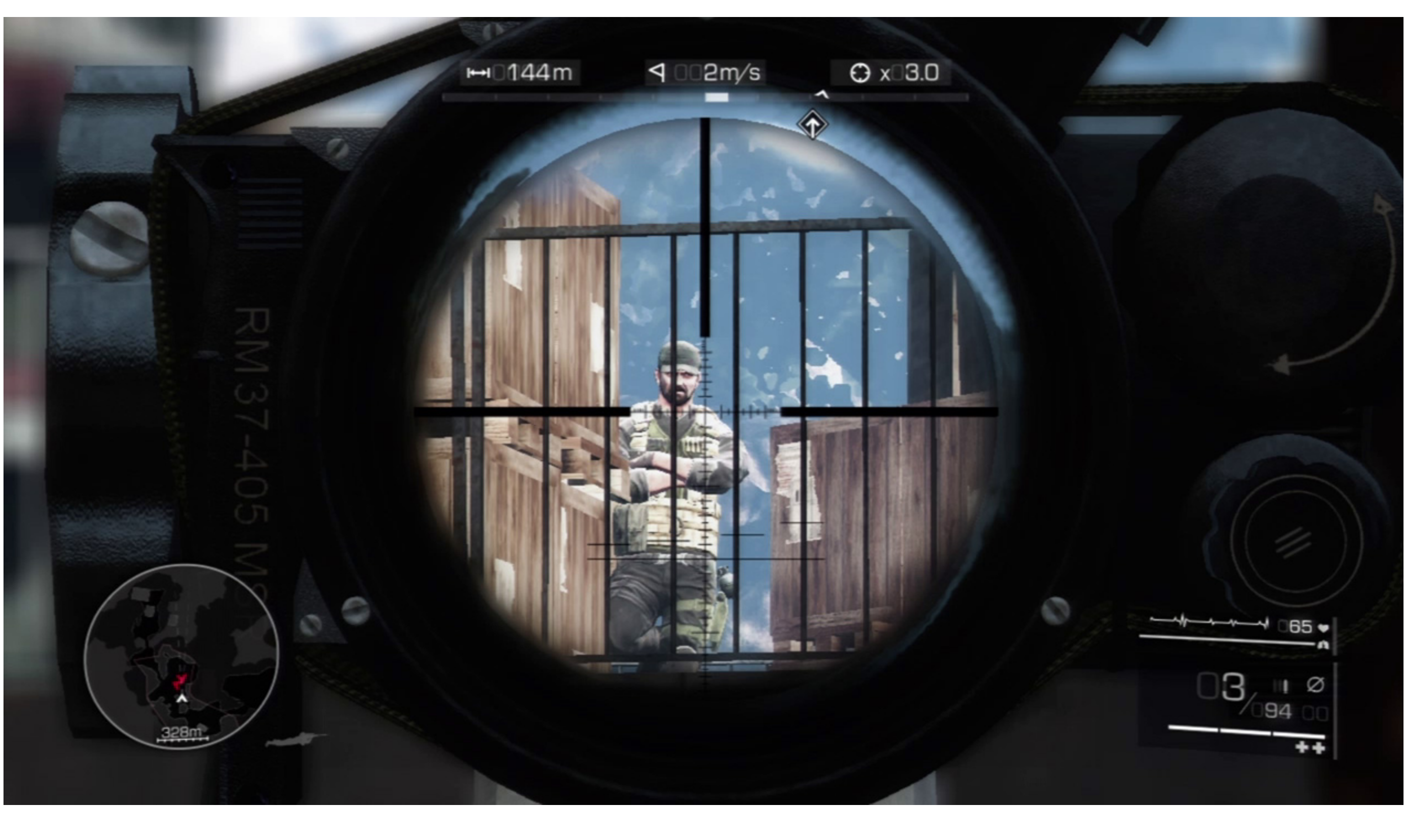
Target Selection



After you locate the optimal sniping spot, it's time to pull out your rifle. Choose the best stance for the job—prone or crouch—and scope your target. For a standard shot, zoom in as close as you can and line up a headshot.

If you aim for the head and your bullet drops because of gravity over distance, your bullet will still strike the enemy's neck or torso for lethal damage. On Expert mode, you do not have the benefit of the Hit Indicator, so always line up a headshot so that when the bullet drops, it still ends in a kill.

Most of the time when you kill the last enemy in a group/encounter, you trigger the "bullet cam."

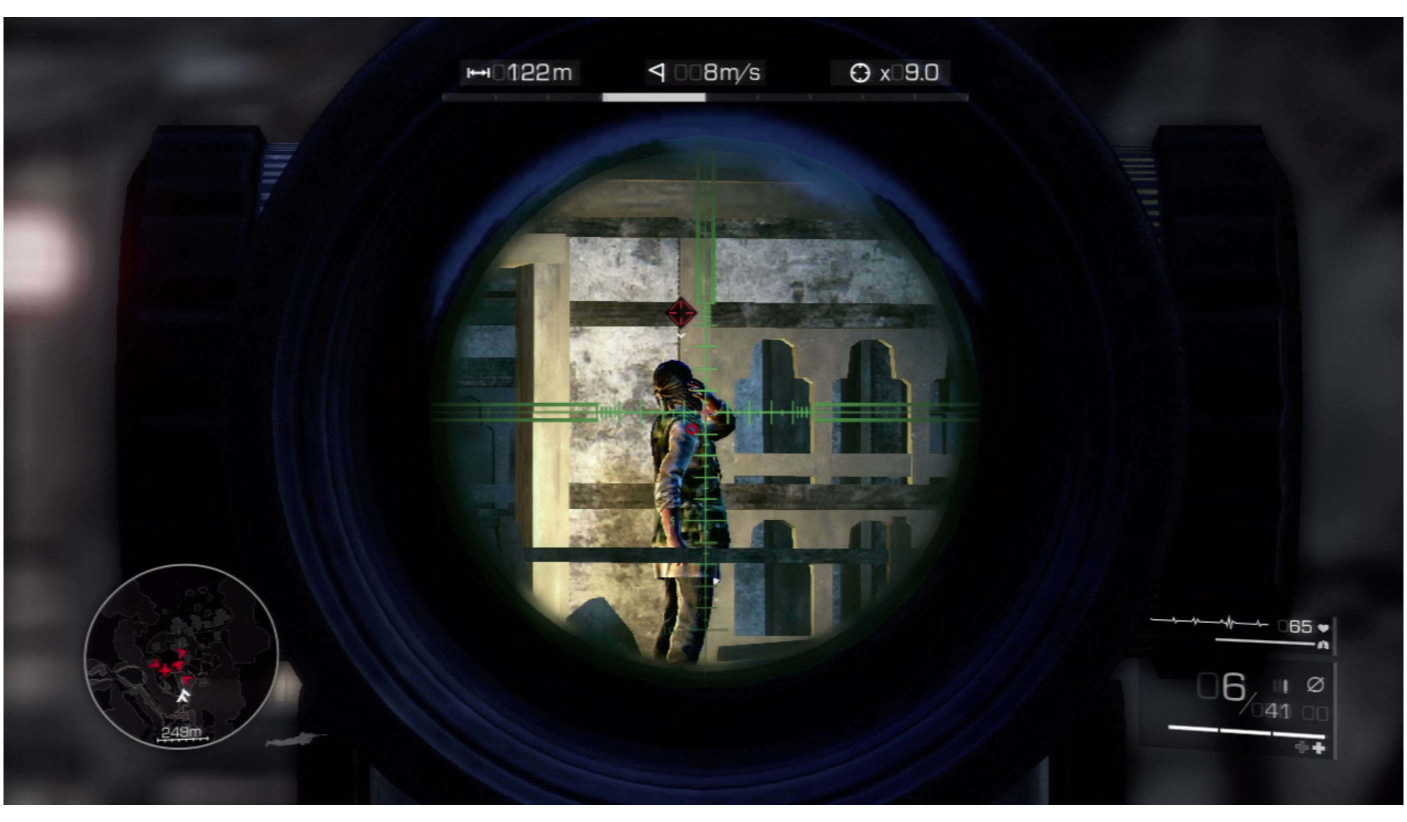


For quicker shots, when enemies are firing on you or approaching your position, you won't have time to zoom in on the target. Don't waste time, and take multiple shots at the lowest magnification to hit the target before he can return fire. If it's a particularly difficult shot, take a deep breath to slow down time and give yourself steadier aim.

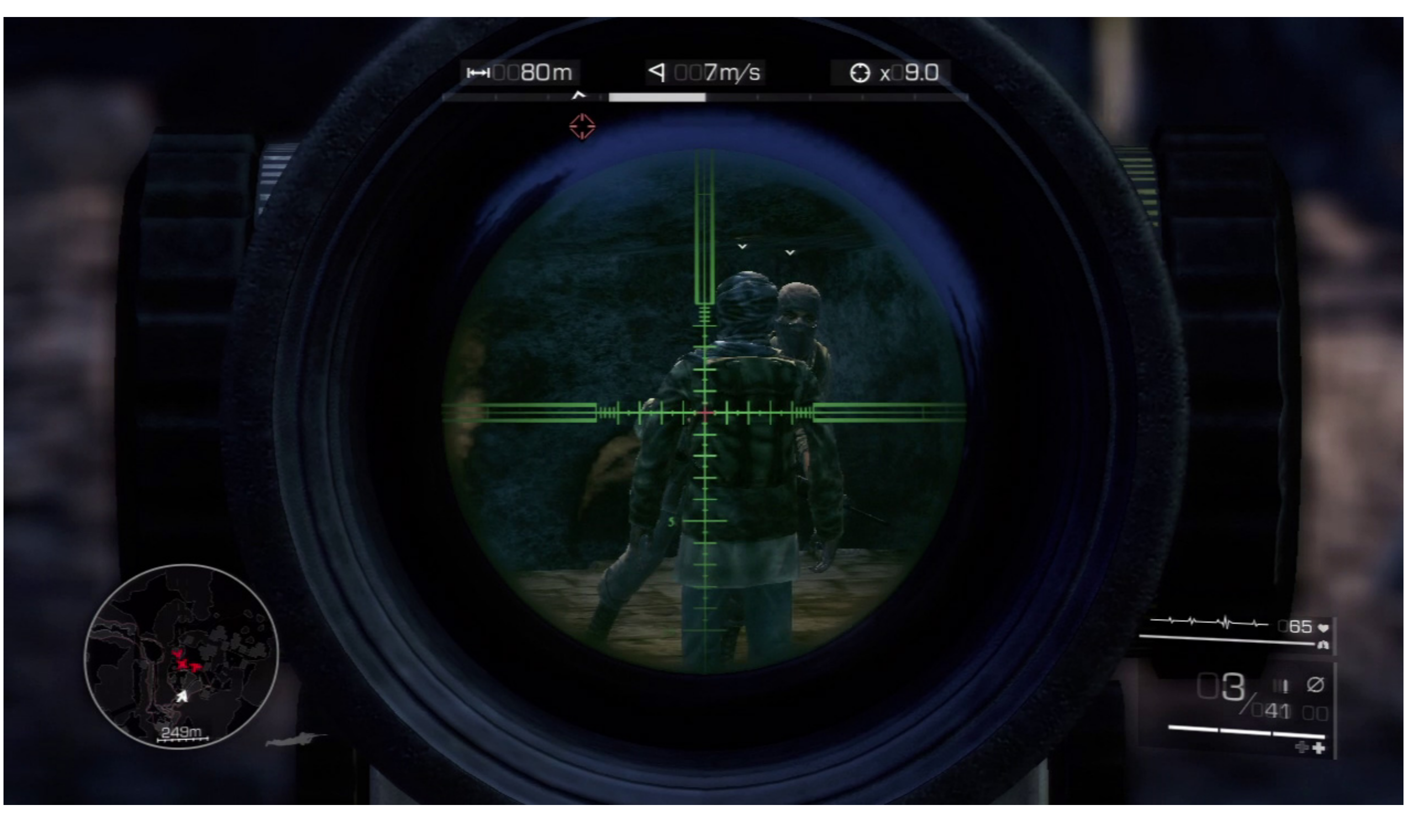
Advanced Sniper Tactics: Prioritizing Targets

"While observing your sector, you should be noting what assets the enemy has at its disposal. These will factor into the order in which you choose to engage targets. Enemy snipers present the greatest danger to you and should be top priority amongst your list of targets. Also machine gun and mortar crews, dog teams and officers are very dangerous to the sniper. Eliminating drivers, vehicle commanders, and radio operators can greatly disrupt the enemy's ability to coordinate maneuvers. Consider your mission and the danger to you when prioritizing your targets."

—Special excerpt from the "Sniper Tactics and History Book"



If you're with a spotter, listen for the targets and shoot them in called-out order. If not, always pick off isolated targets that won't raise the alarm when they drop and where their dead bodies won't be found by other enemy patrols. Failing that, snipe targets from behind and look to take down targets when other enemies' backs are turned so they don't notice the attack.



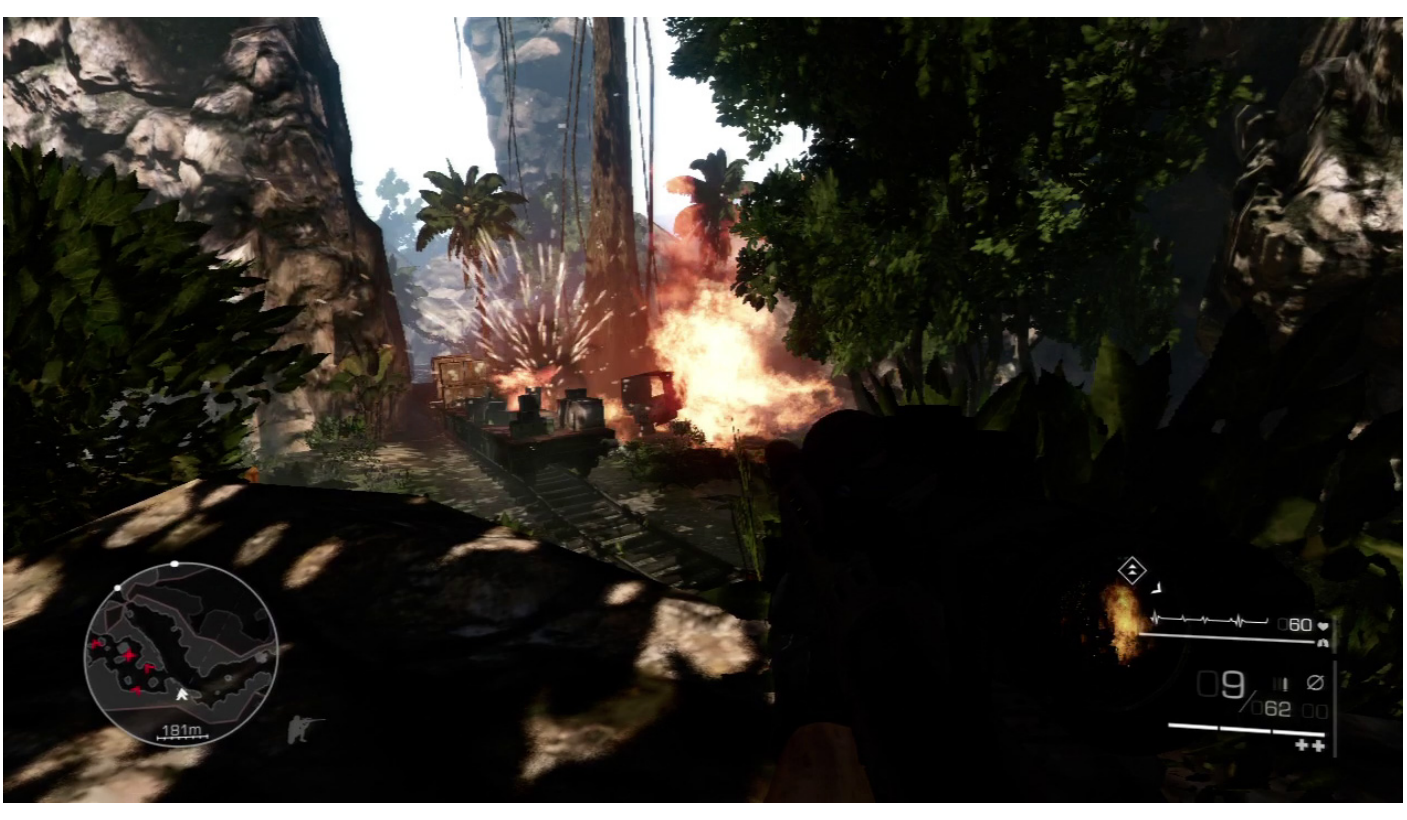
The most difficult shots can be downing enemies in motion. To line up a moving target, place your reticle ahead of the target so that it moves into your sights. How far ahead? That depends on how fast the target is moving; you need to leave a bigger gap if the target is traveling faster.

As you're about to take the shot, hold your breath to slow down time so the target slowly moves into your kill zone and you can finish him off.

Advanced Sniper Tactics: Moving Targets

"There are at least two schools of thought when it comes to shooting at moving targets: 'tracking' and 'trapping.' In 'tracking,' you move the rifle to track the motion of the target. In 'trapping,' you keep the rifle motionless, pointed at where you predict the target will be when the bullet arrives. The former is better suited to closer targets, the latter to more distant targets."

—Special excerpt from the "Sniper Tactics and History Book"

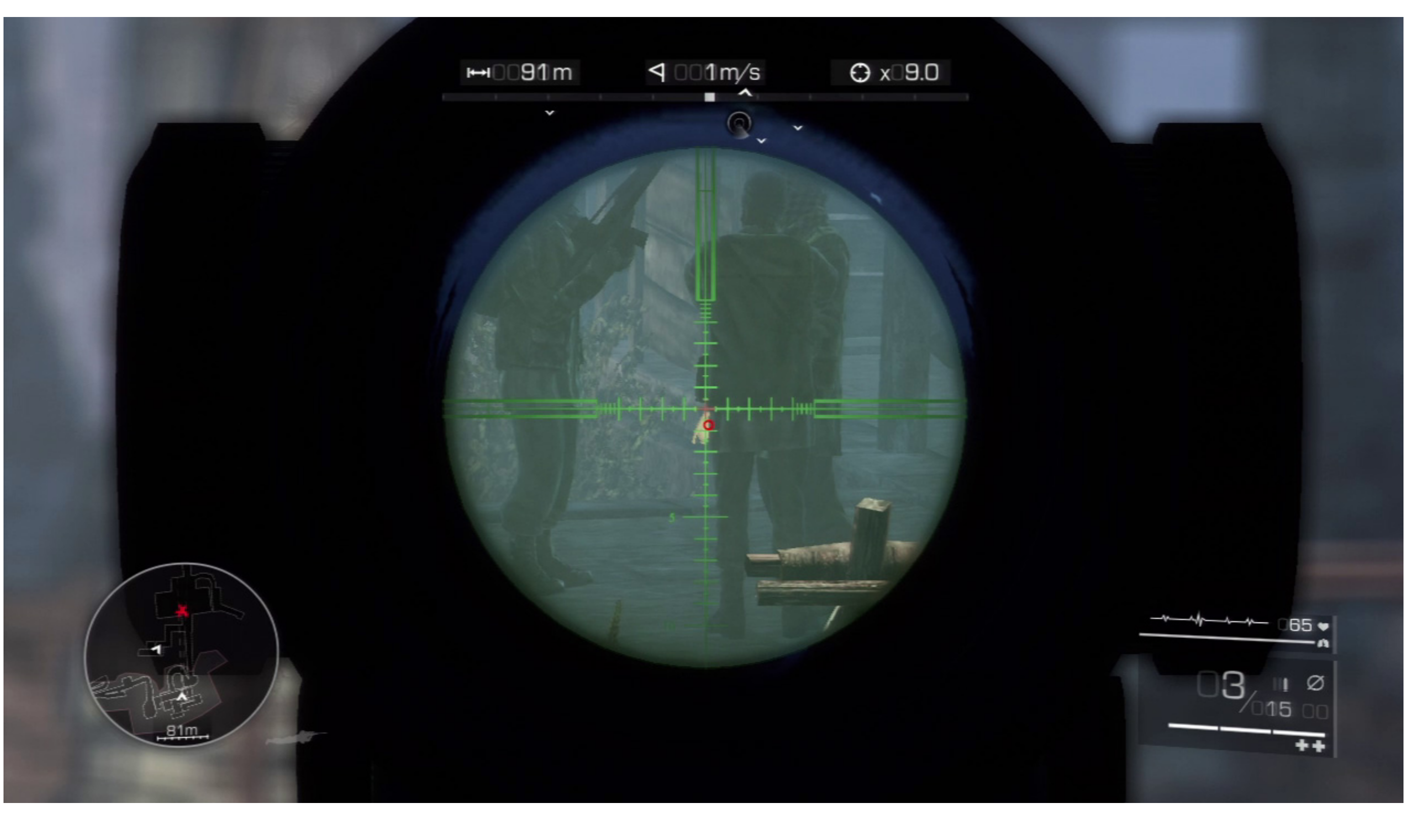


Remember that you aren't always limited to using bullets to waylay the enemy, especially if you want to kill multiple tangos in a split second. There are a few tricks an expert sniper can use to catch the enemy off guard.

The most common is shooting a vehicle's gas tank. If enemies are standing nearby when this goes off, they're obliterated. Even if they aren't, the explosion will draw the attention of nearby enemies and can prove an effective distraction as you slip away from the chaos.

Tip

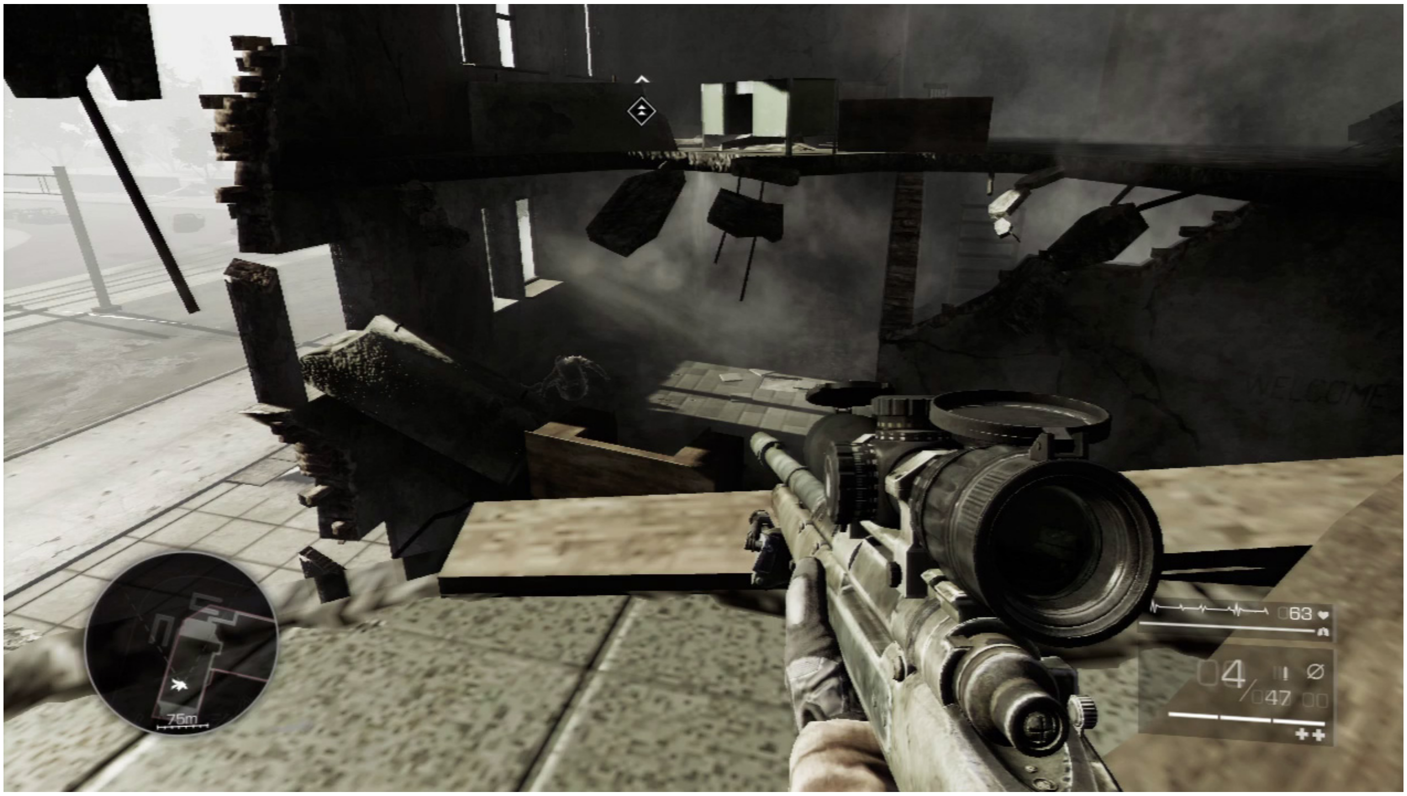
Lighter sniper rifles won't kill an enemy after hitting the limbs, while heavy rifles will be lethal with one shot no matter where you hit. Aiming for the head or torso is always the perfect way to achieve a one-shot kill no matter which rifle is used.



For a more difficult shot, but equally as explosive, try shooting a grenade on an enemy's belt. If you zoom in on the grenade and strike it precisely with your bullet—boom! A single grenade can take out two enemies in close proximity, or, if you're lucky, a small group talking together.

Sniper Survival Kit

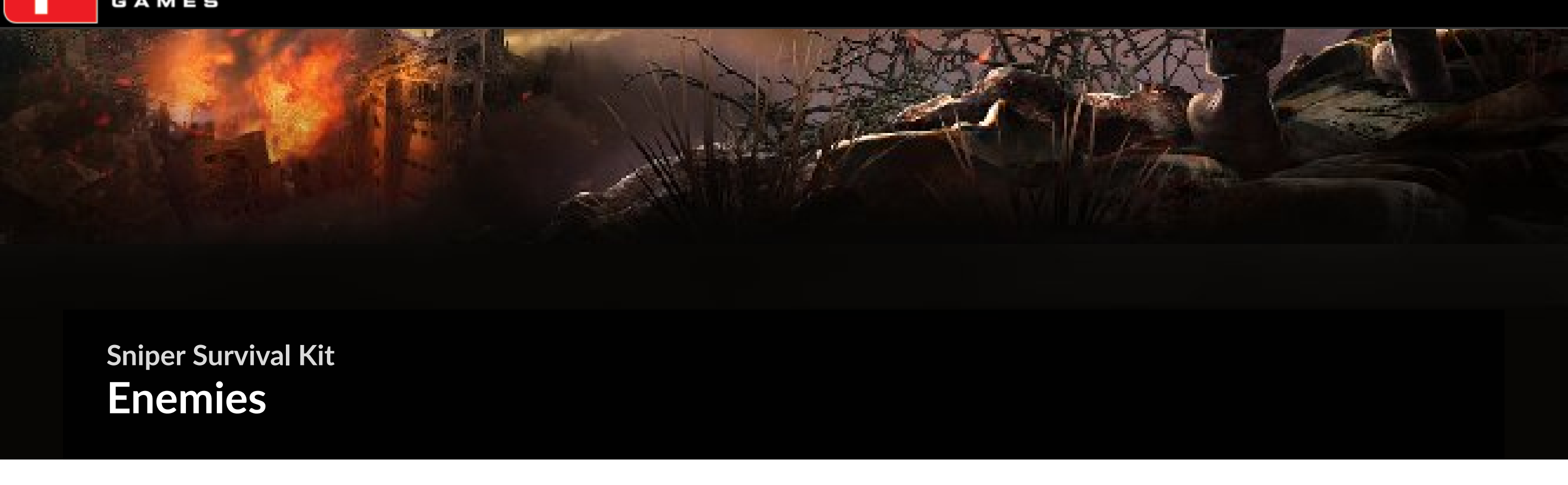
Reloading



There’s no more helpless feeling than to have an empty rifle when the crucial moment comes to gun down the enemy. Whenever you have a moment of peace, make sure you reload and have a full clip before each skirmish.

During most missions, you won’t have to worry about using up an entire clip. However, if you like taking random potshots and go through ammunition quickly, glancing at your Ammunition Counter will let you know when you’re getting low.

When you have under ten bullets, seek out extra ammo immediately, which can usually be found in and around enemy command posts and supply stations.

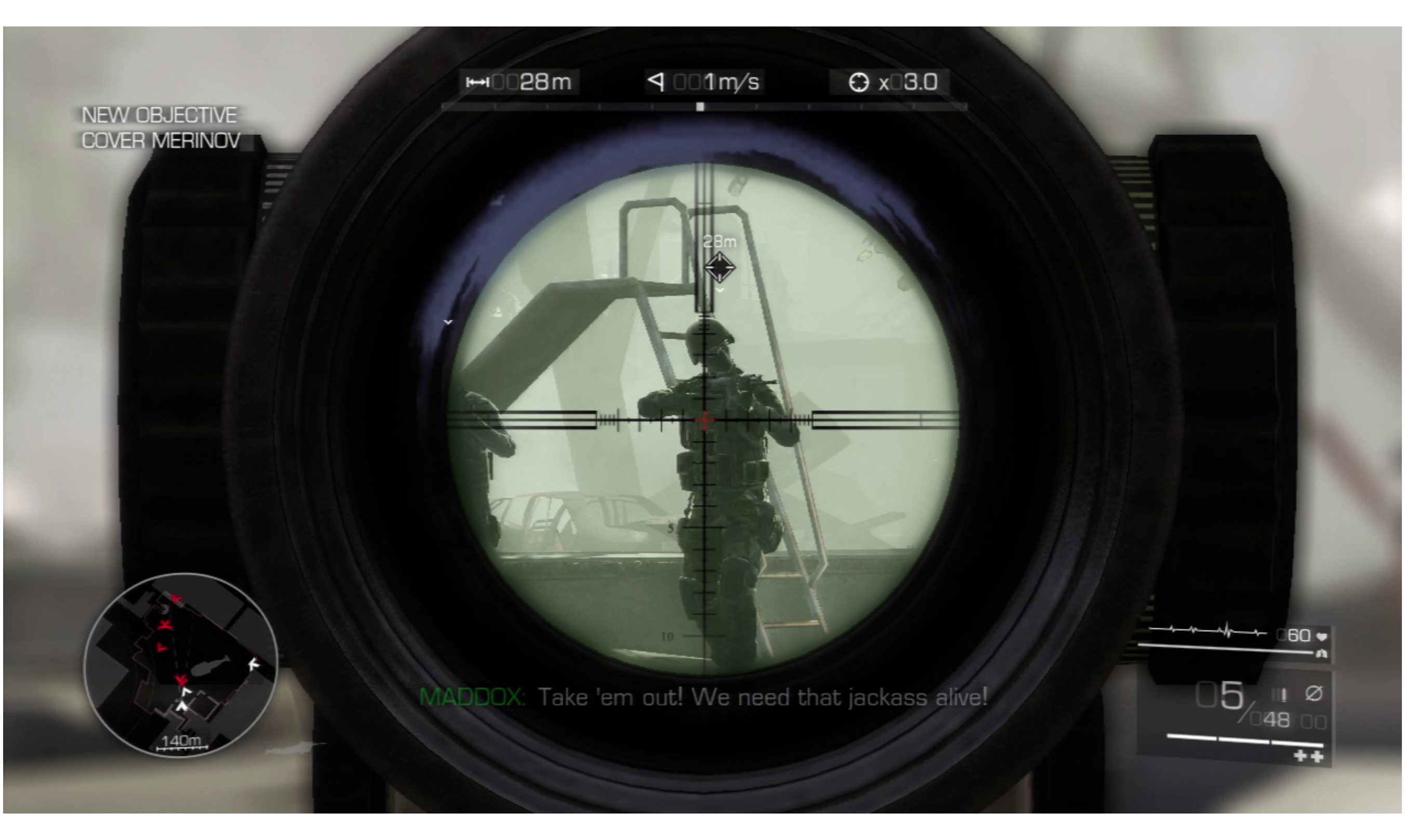


Sniper Survival Kit

Enemies

Whether in the Philippines (Act 1), Sarajevo (Act 2), or Tibet (Act 3), there are two basic enemy types: those with assault rifles and those with sniper rifles. Both are dangerous; combat the two different weapon types on your terms if at all possible.

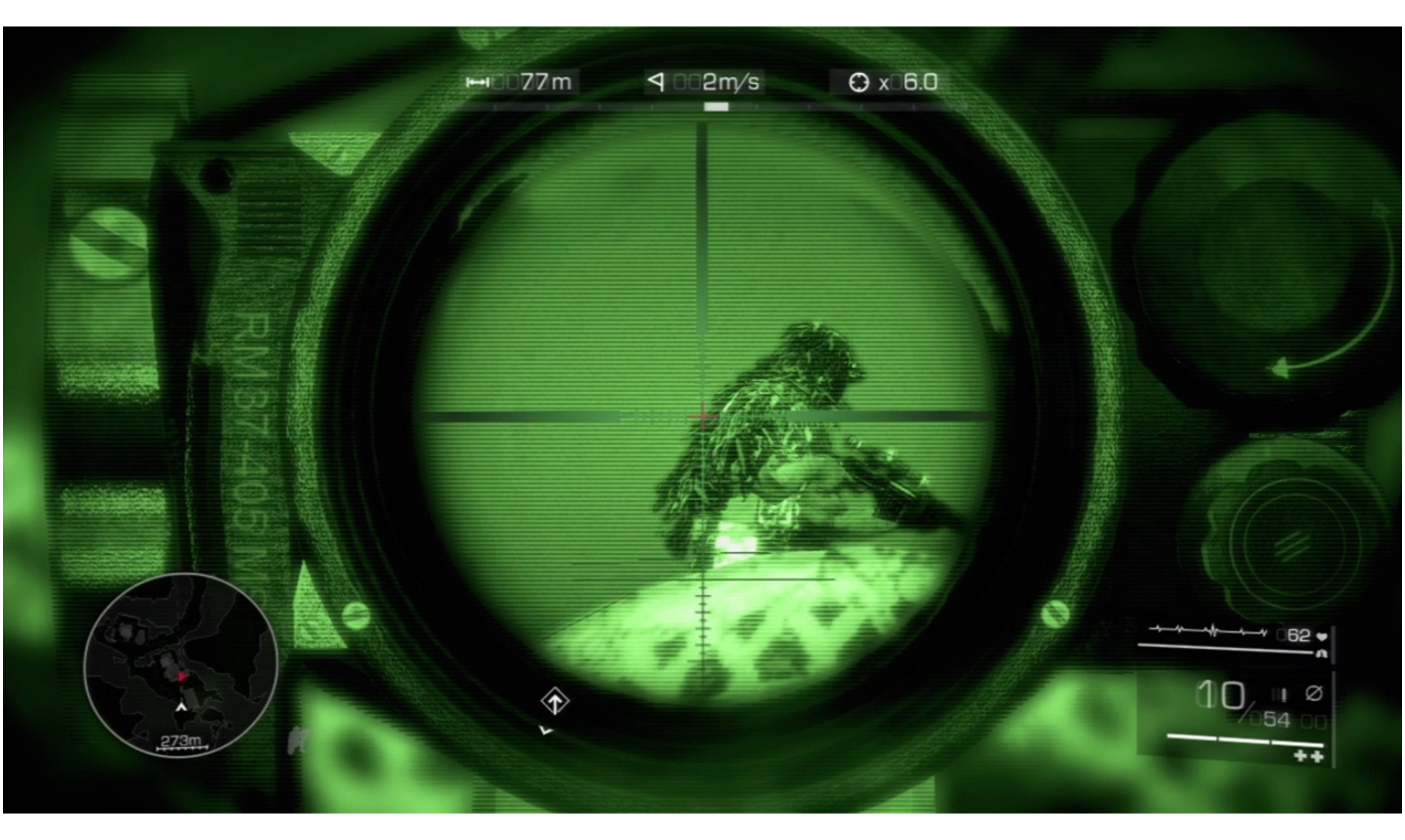
Assault Rifles



The vast majority of enemies you face will be armed with assault rifles. Deadly at short or medium range, these enemies will seek cover if they know you're in the area but can't see you, or they will charge at you if they know your position and will outgun you quickly with a slew of bullets.

However, you have a significant range advantage with your sniper rifle. For best results, stay at long range or very long range and pick them off one by one without raising the alarm.

Sniper Rifles



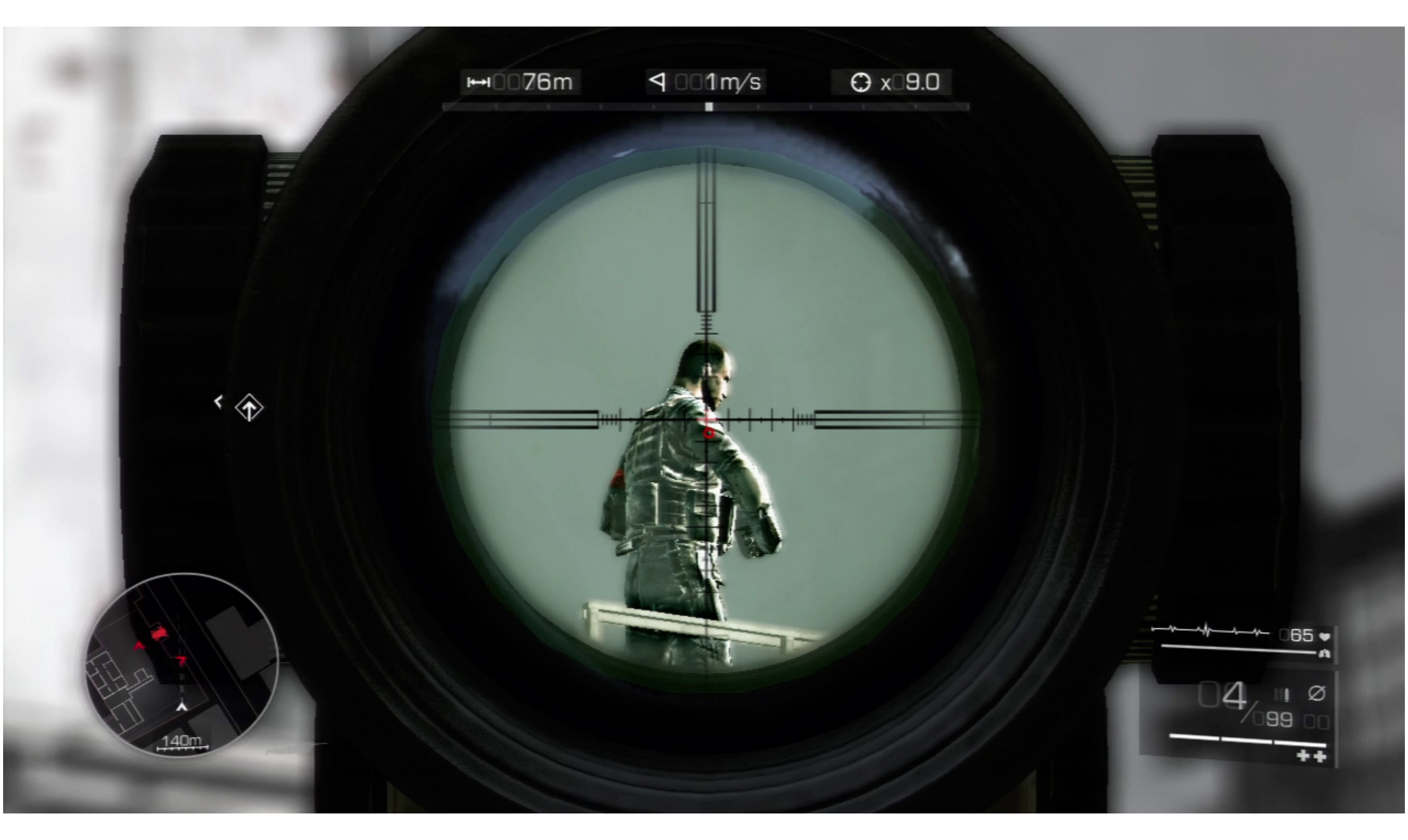
Your counterpart in the field, enemy snipers have the same range as you and can be just as lethal given a shot. So don't give them a shot. Make sure you sneak up on enemy snipers and spot them first.

If you have the element of surprise, you can line up your own shot first and take them out without a problem. If that's not an option in a larger skirmish, prioritize snipers first; you have more time to take out enemies with assault rifles than snipers who can kill you from afar.

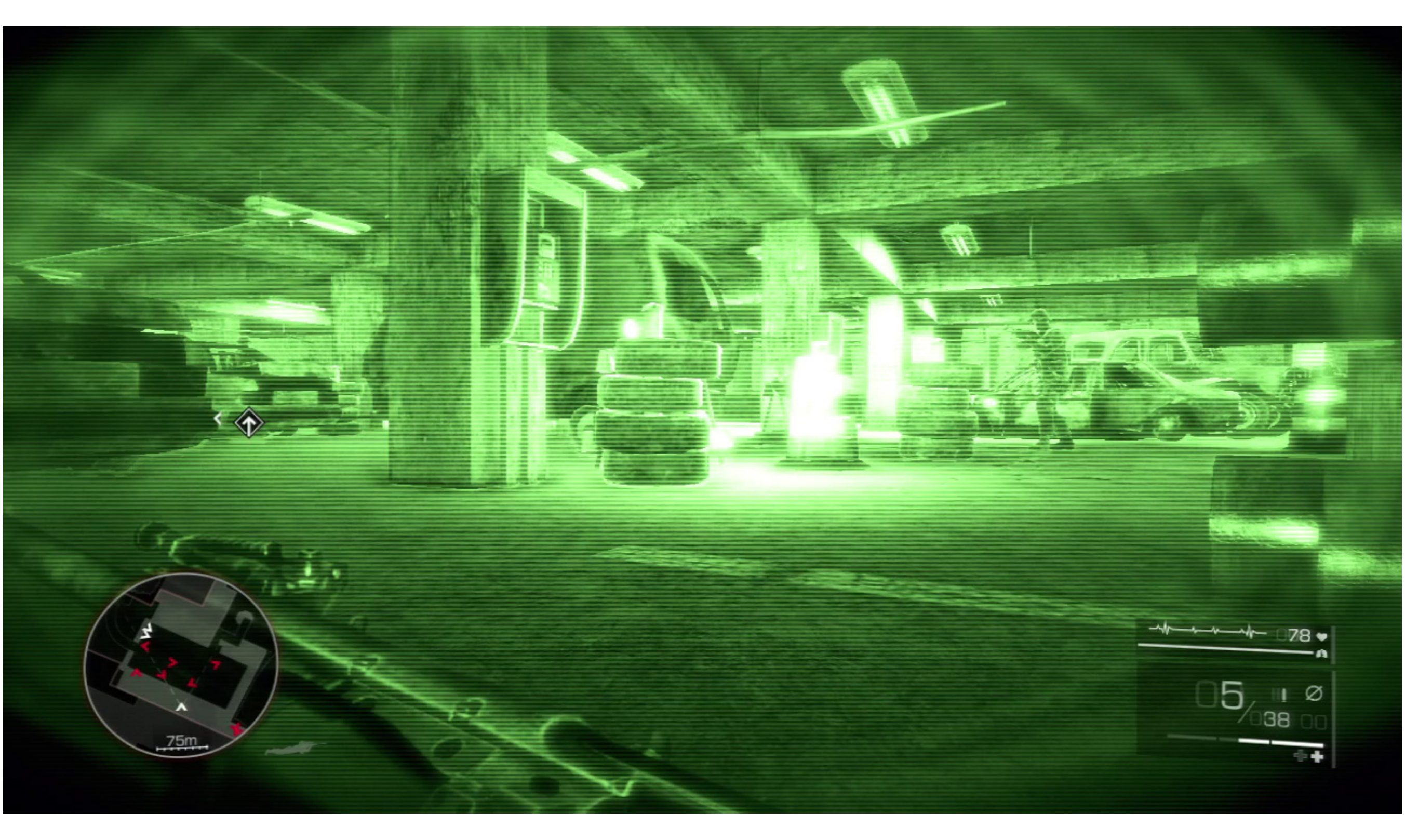
Tip

As the Serbians are fighting a full-blown battle in the city they are a bit more heavily armored than the mercenaries in the Philippines: sometimes a headshot might only knock off the enemies' helmet and not kill him, but will alarm him instantly.

Enemy Behavior

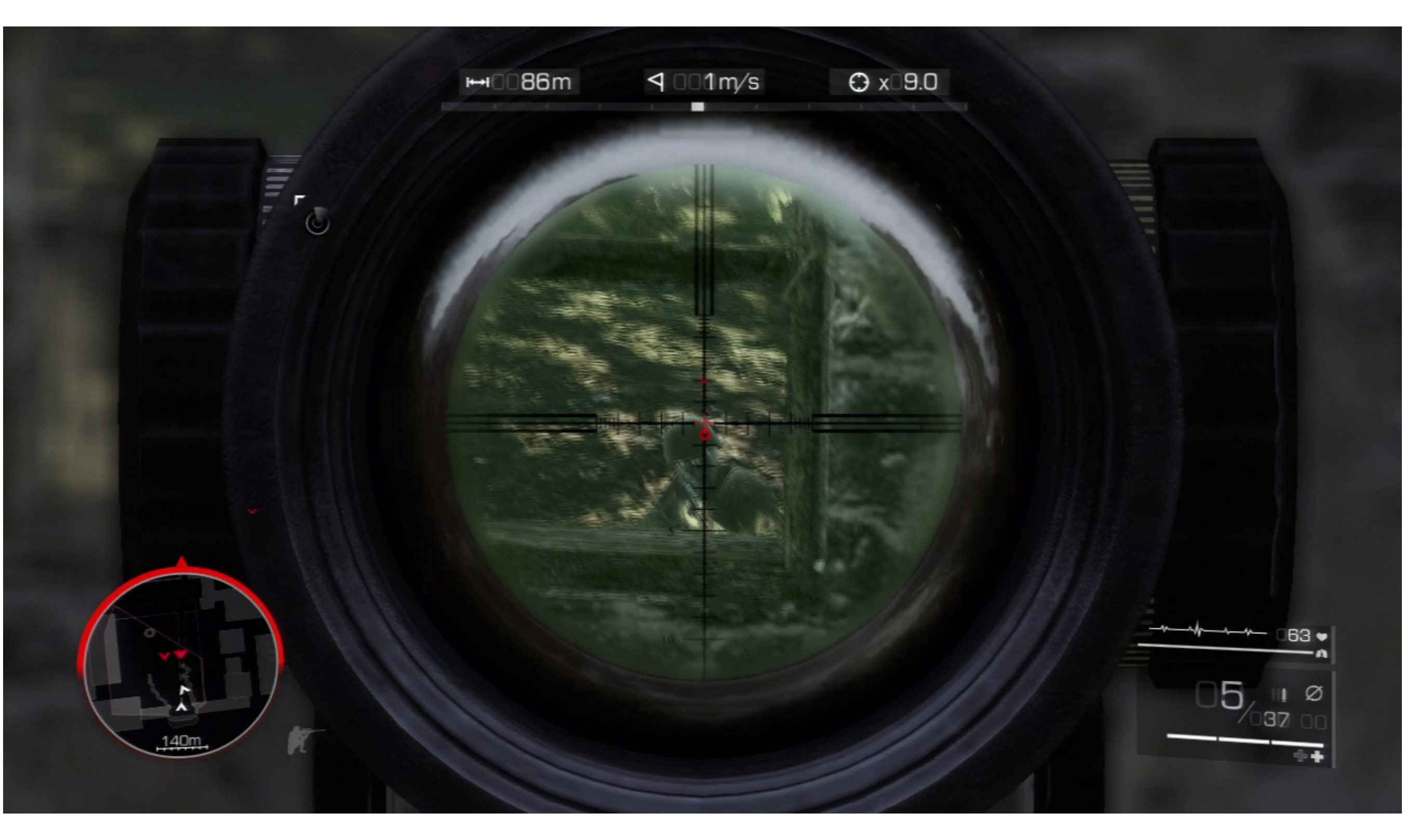


Enemies start out unaware of you. In this Basic mode, enemies perform routine tasks, such as patrolling, standing at a post, and talking with other guards. If you maintain stealth and pick off your target wisely, enemies will remain in this basic state.

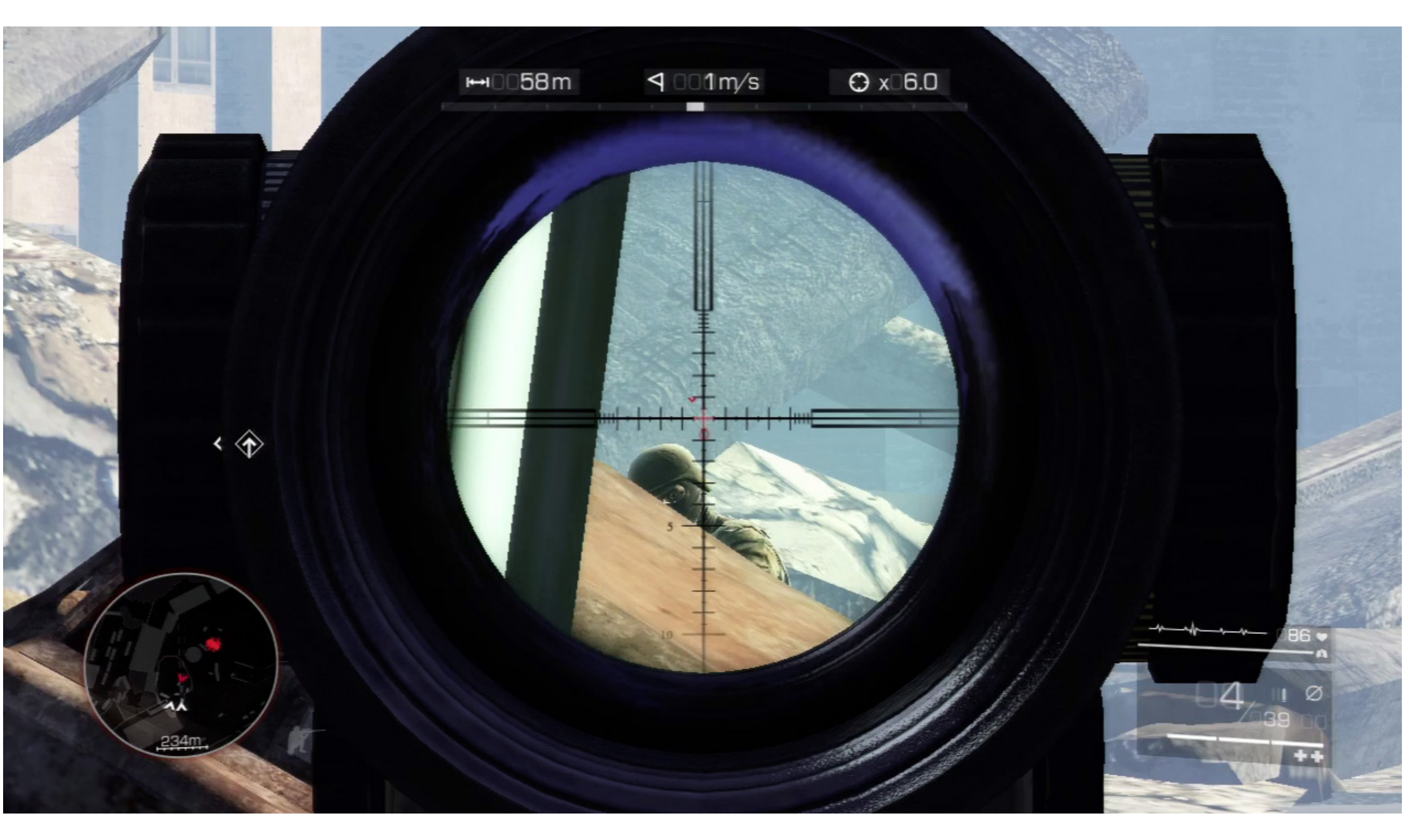


If something catches an enemy's attention, he moves into an Intrigued mode. While Intrigued, the enemy interrupts his basic task, draws his weapon, and turns to the source of the noise that originally caught his attention.

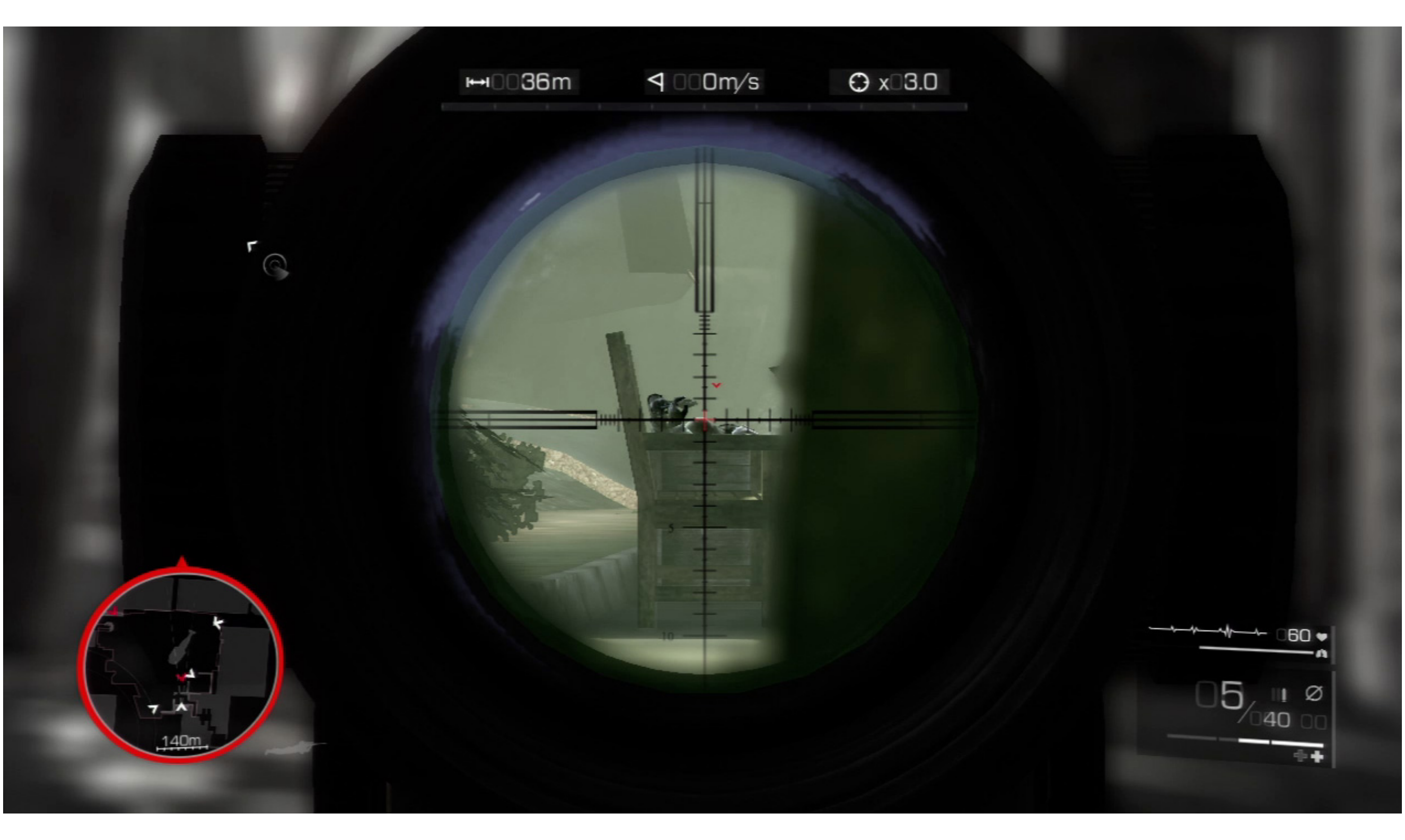
After a few moments, the enemy moves toward the source of the noise.



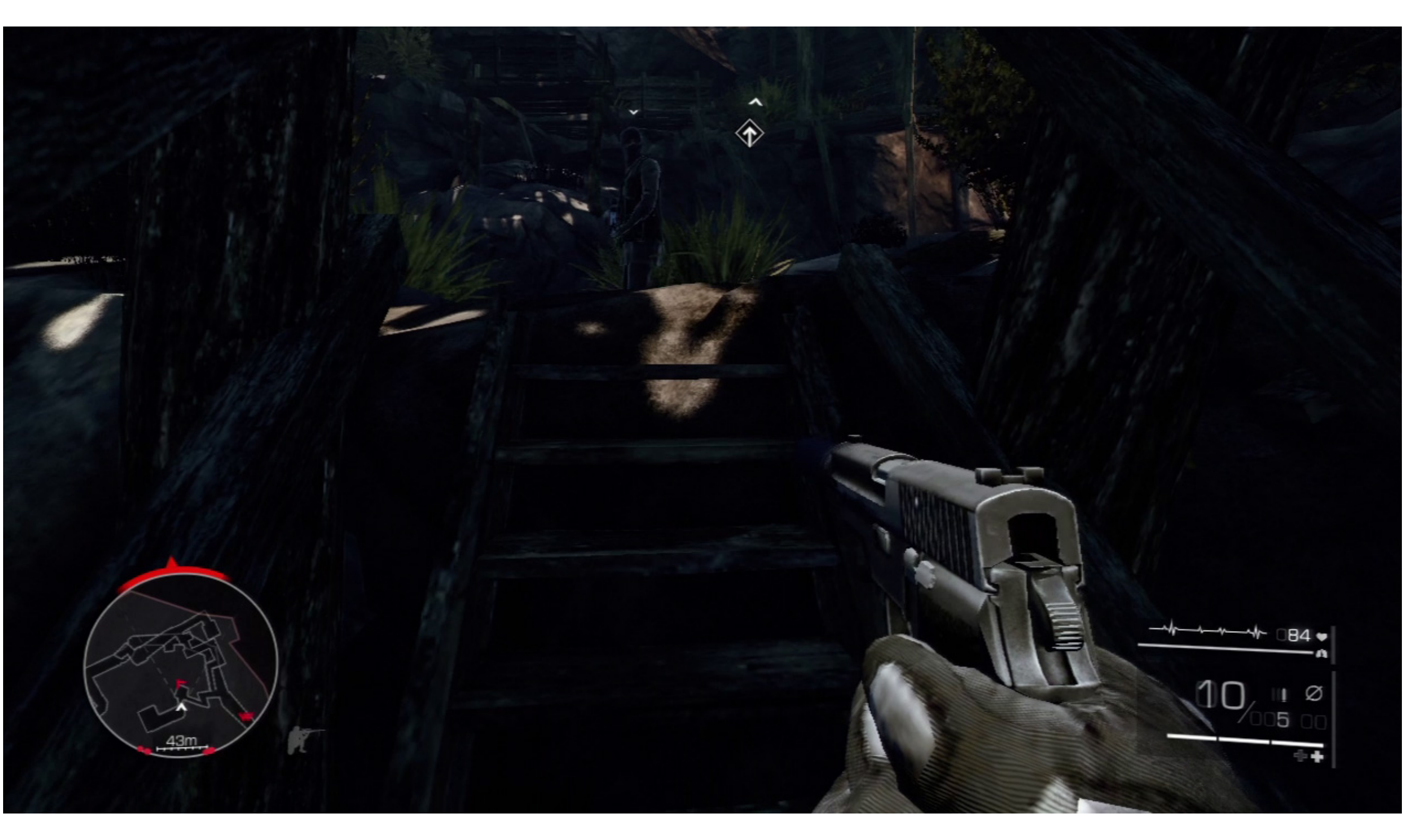
The enemy goes into Searching mode if he knows that you are in the vicinity, but can't see you. While searching for you, the enemy draws his weapon and alerts all nearby enemies, who also go into Searching mode.



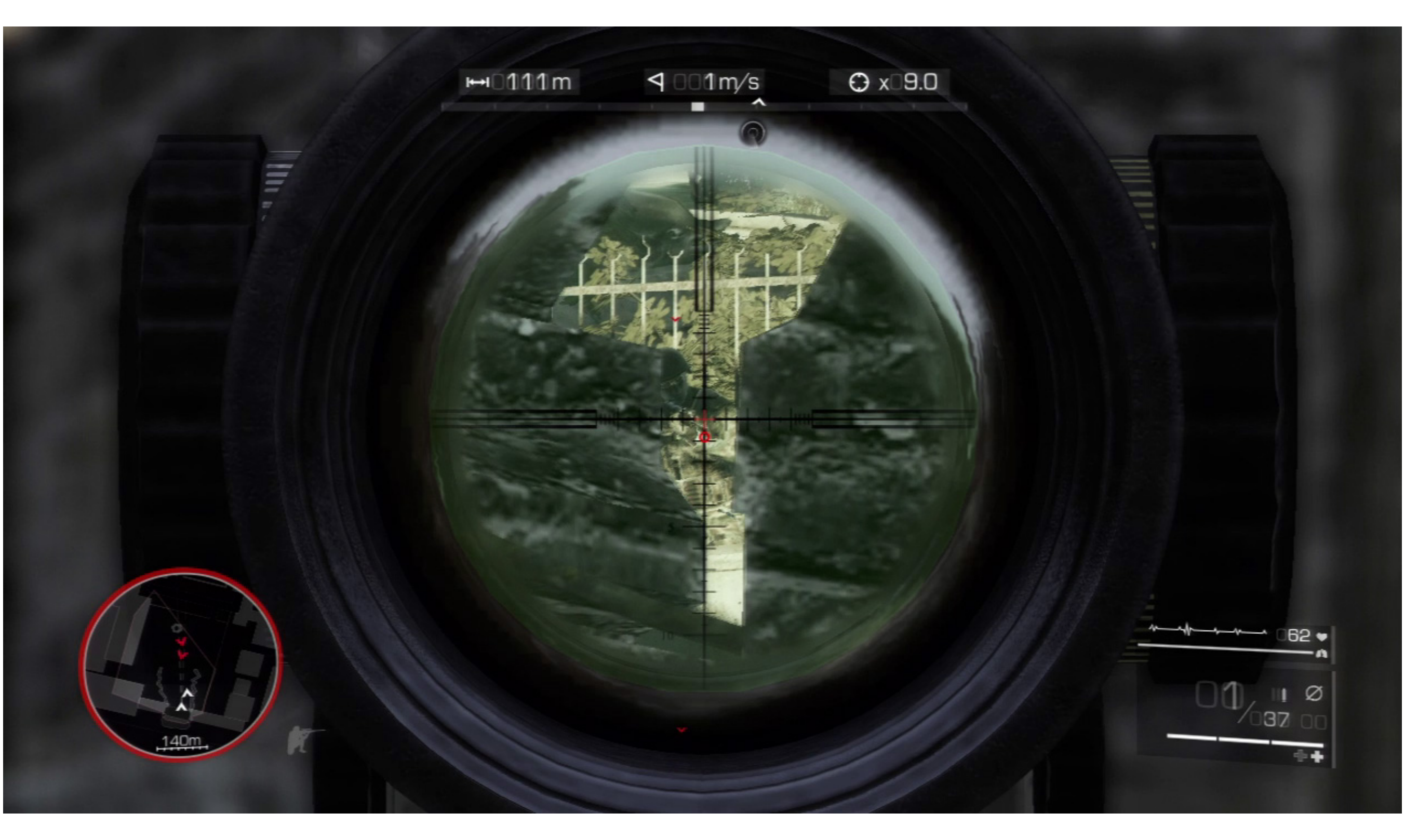
If an enemy was attacked but not killed, and he doesn't see you, he will go into Threatened mode. In Threatened mode, the enemy runs to the closest cover spot and remains there, trying to spot you.



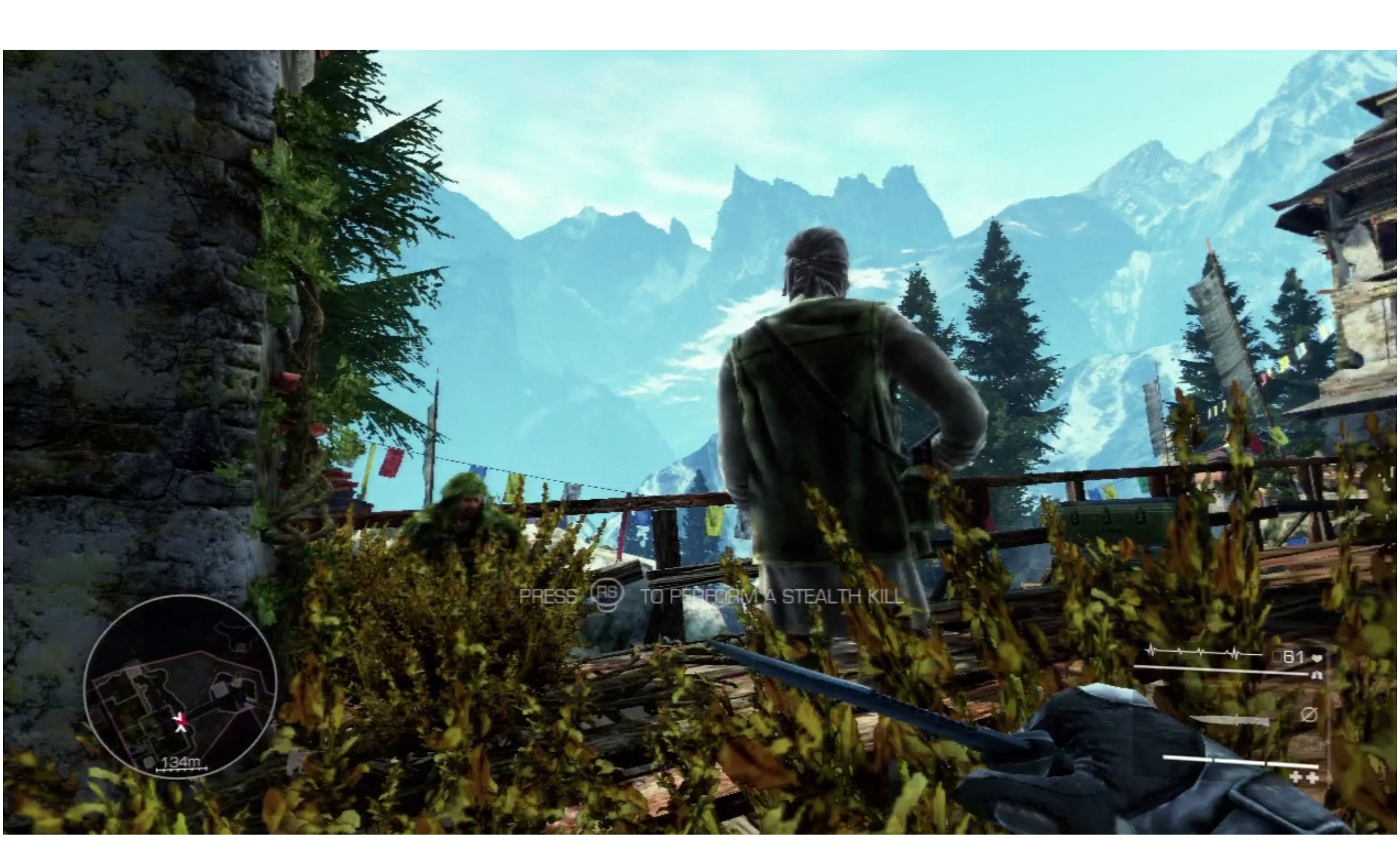
Once an enemy identifies your position, he will go into the next mode: Fight from Cover. The enemy will attempt to hide in cover and shoot at you, reloading after his clip is spent.



If you close on a hiding enemy, he moves into Threat Close mode. The enemy will continue to shoot at you, but will dash for better cover when the opportunity arises. This mode may also be used if you try to sneak up on an enemy but are detected.

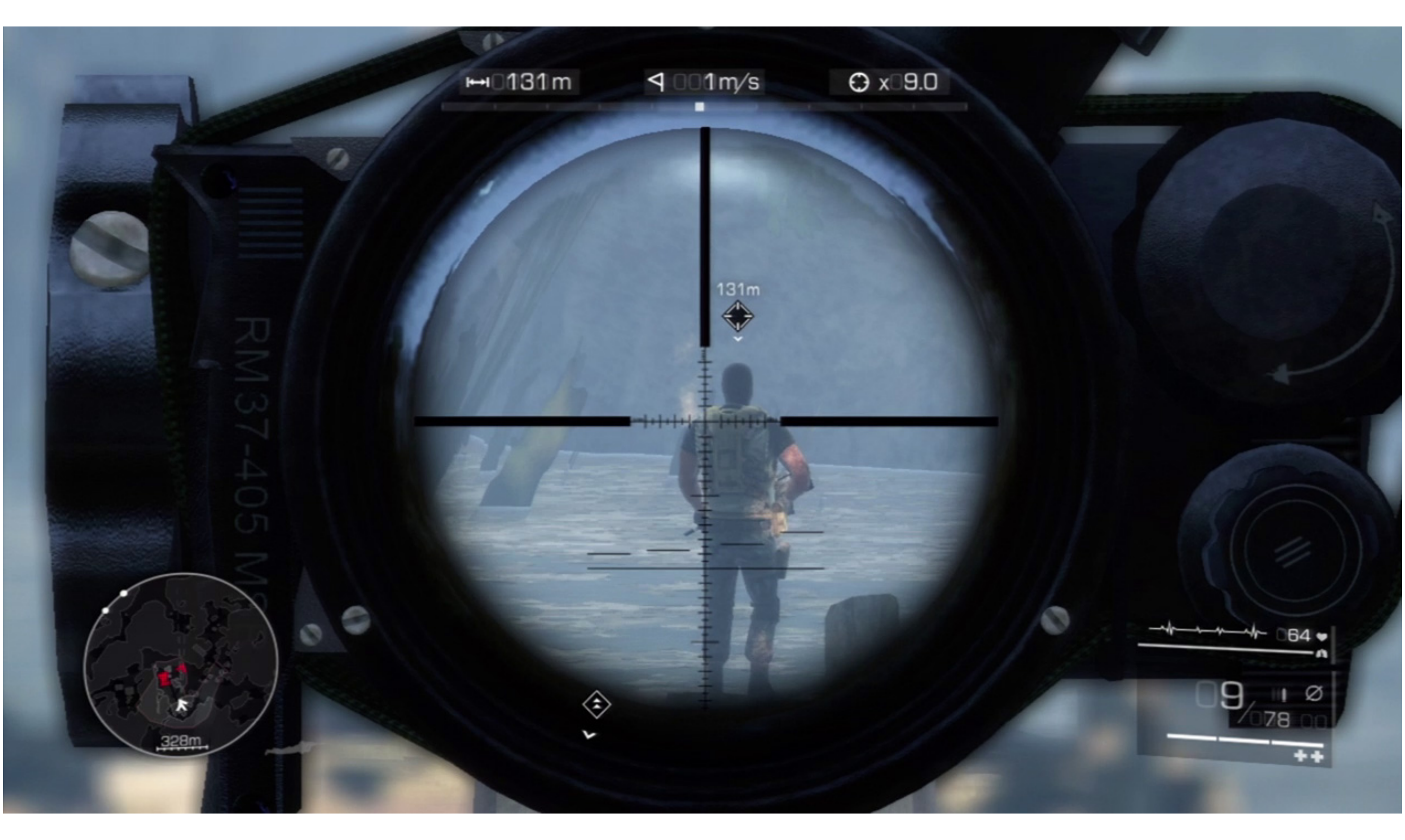


The enemy might also try to flank you (Closing the Distance/Flanking mode). If he is aware of your position, an enemy might close the distance and take a more advantageous position to fire, jumping from cover spot to cover spot while avoiding open spaces.



Finally, an enemy who is very close to you will enter Close Quarters mode and engage in hand-to-hand combat, possibly knocking you to the ground. If you don't immediately respond with hand-to-hand combat yourself, or a well-place pistol shot, you will die from the assault.

Enemy Alertness



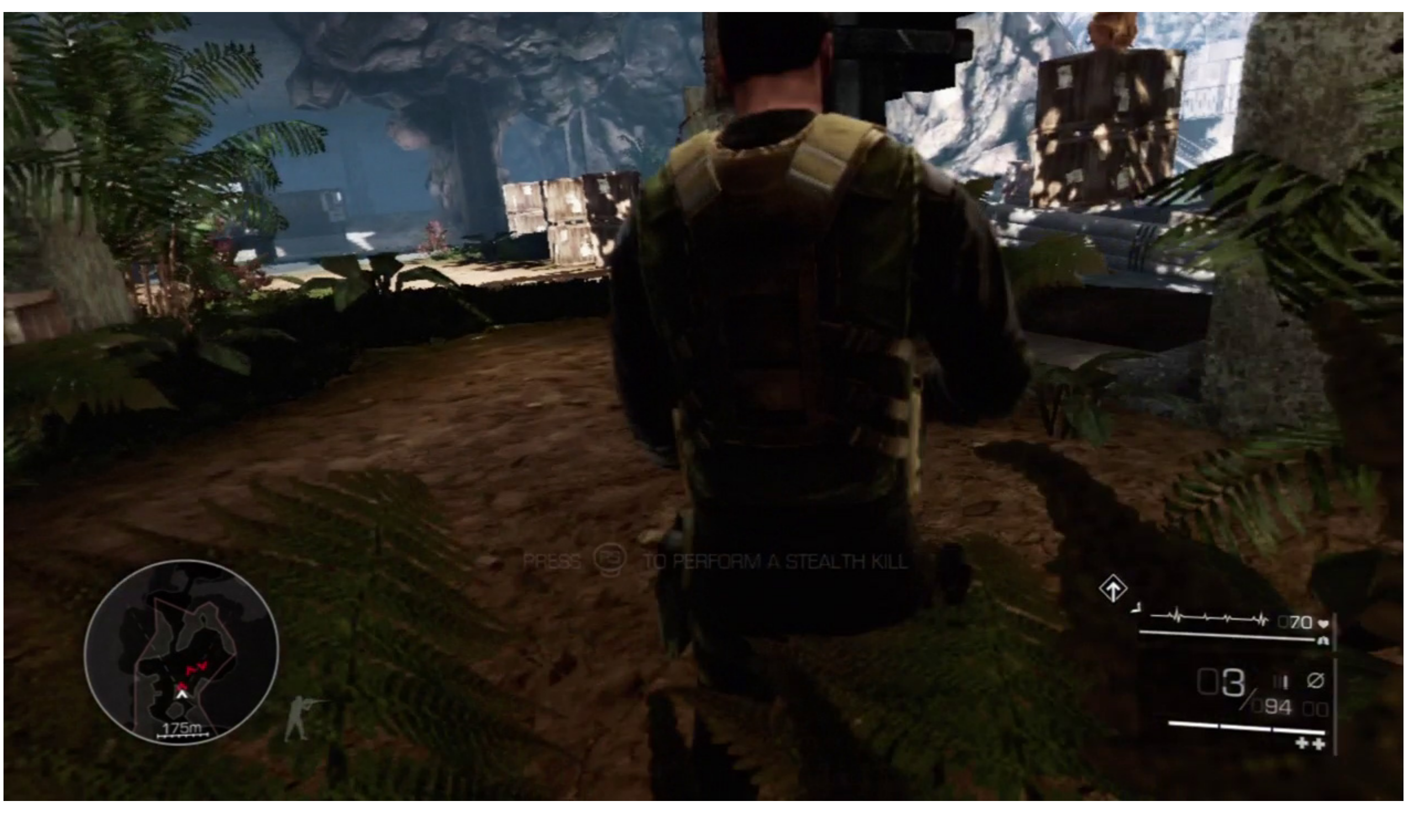
Various factors influence an enemy's state of alertness. Keep the following factors in mind during the tense moments of your mission:

- **Distance:** At very long distances, an enemy needs more time to detect you in their field of vision. If you are nearby, though, you will be detected quickly.
- **Position:** A prone player is harder to detect; standing is very easy to spot.
- **Previous State of Alertness:** If the enemy was alerted previously, the next contact will result in much quicker reaction. Also, alerted enemies notify other enemies around them.
- **Speed:** The quicker you move, the more noise you make and the greater the chance of attracting the attention of nearby enemies.
- **Time of Day:** At night enemies' senses are limited, and it's easier for you to avoid detection.
- **Night Vision:** Some enemies, like snipers, may be equipped with Night Vision Goggles. These enemies have no restrictions on their nighttime field of vision.
- **Dead Bodies:** If an enemy spots a dead body, he immediately goes into alert mode.

Attack Distances

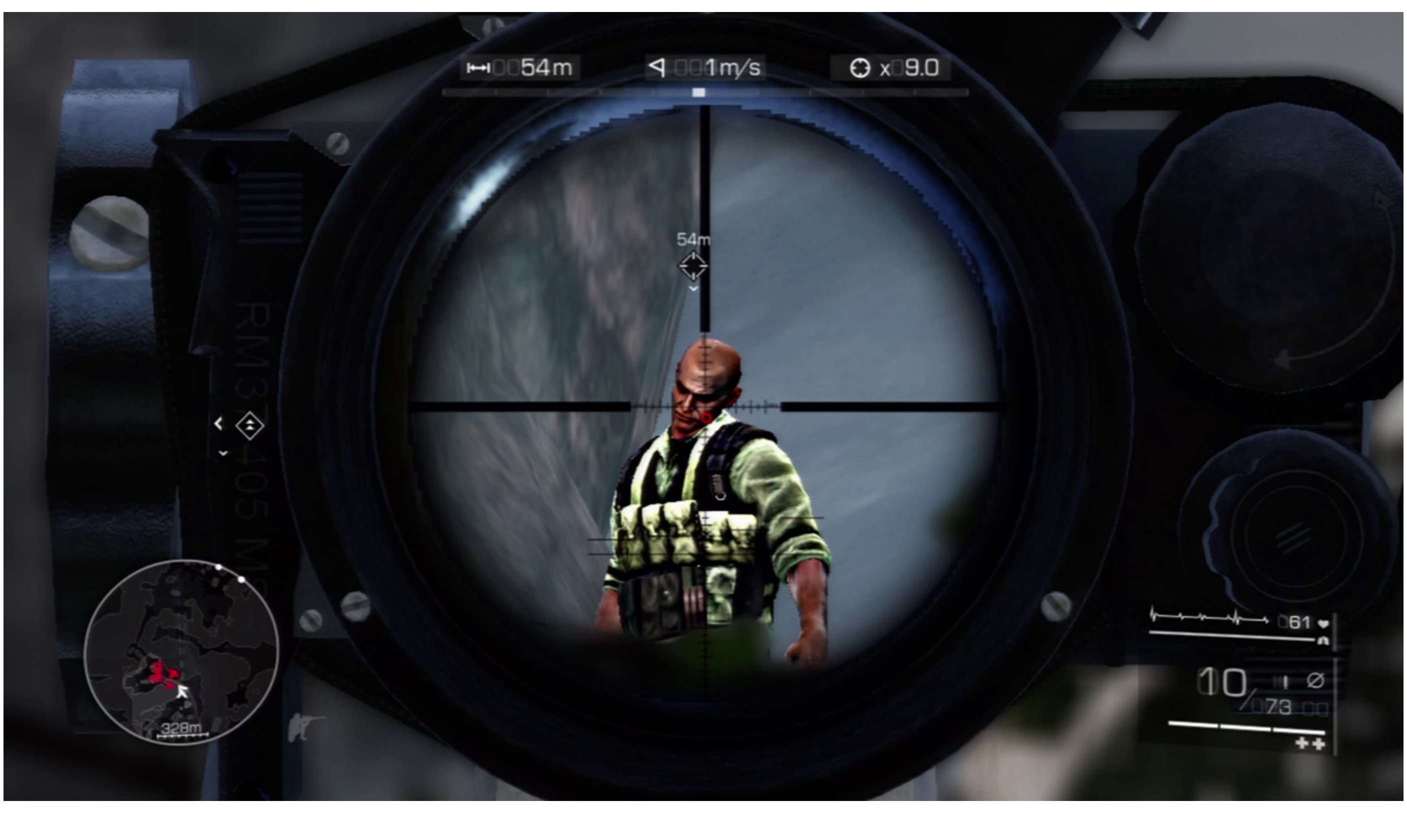
The distance of your attack also affects how enemies react. You should always check your Range Finder before each shot to better judge your shot and anticipate how enemies will behave after you take the shot.

Short Range (Less than 40 meters)



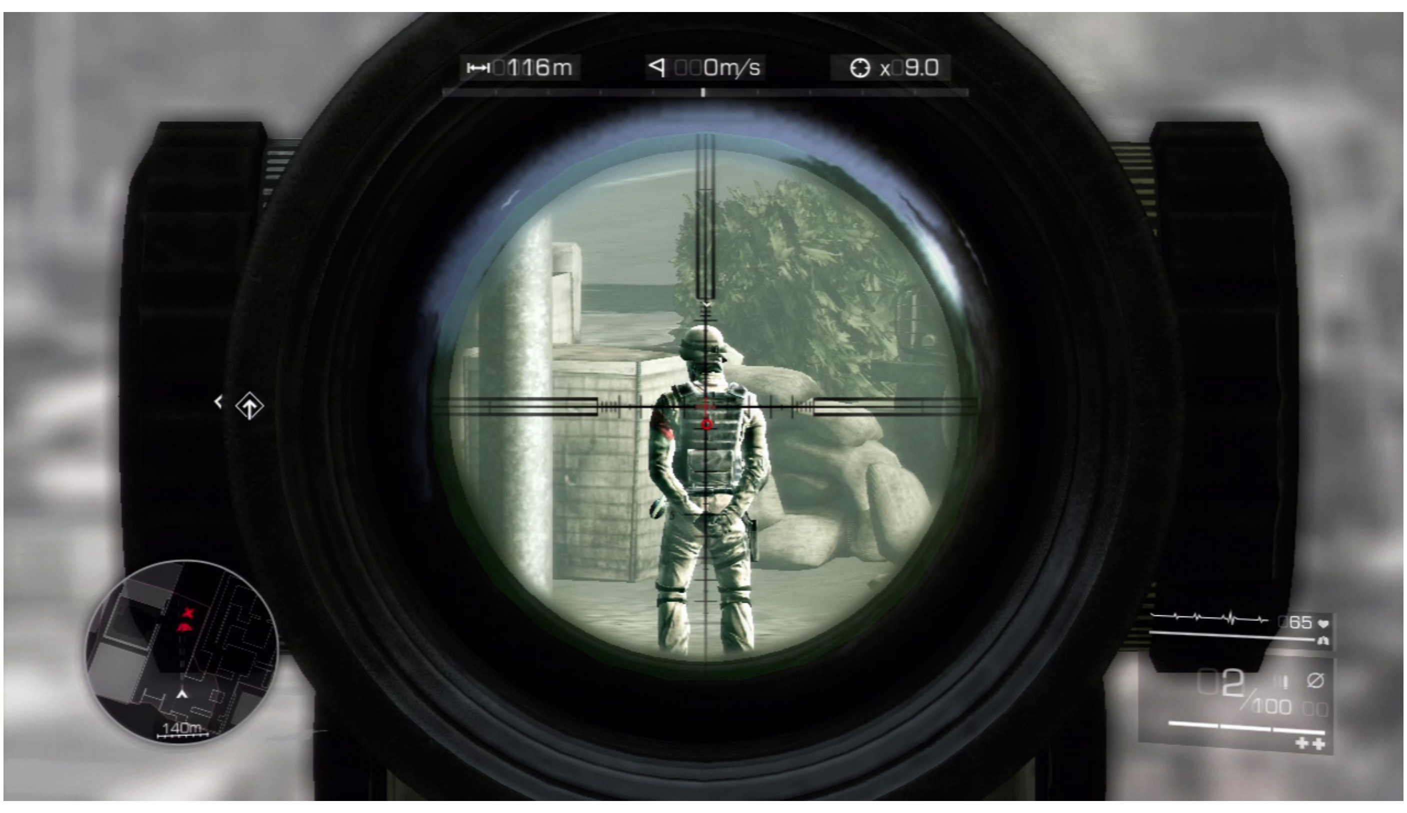
- You might enter this range while sneaking through enemies or attempting a stealth kill.
- Stealth kills and headshots do not alert nearby enemies, unless they see the body.
- Even a silenced weapon causes some noise. If an enemy is closer than 10 meters from a silenced shot, the enemy goes into Intrigued mode.
- If you use a sniper rifle closer than 10 meters, nearby enemies go into Threatened mode.
- The enemy engages you if he spots you. At closer than 3 meters, the enemy goes into Close Quarters mode. If the enemy is between 3 and 12 meters, he goes into Threat Close mode. An enemy is very deadly at this range. Farther than 12 meters sends the enemy to Fight from Cover.

Medium Range (40–70 meters)



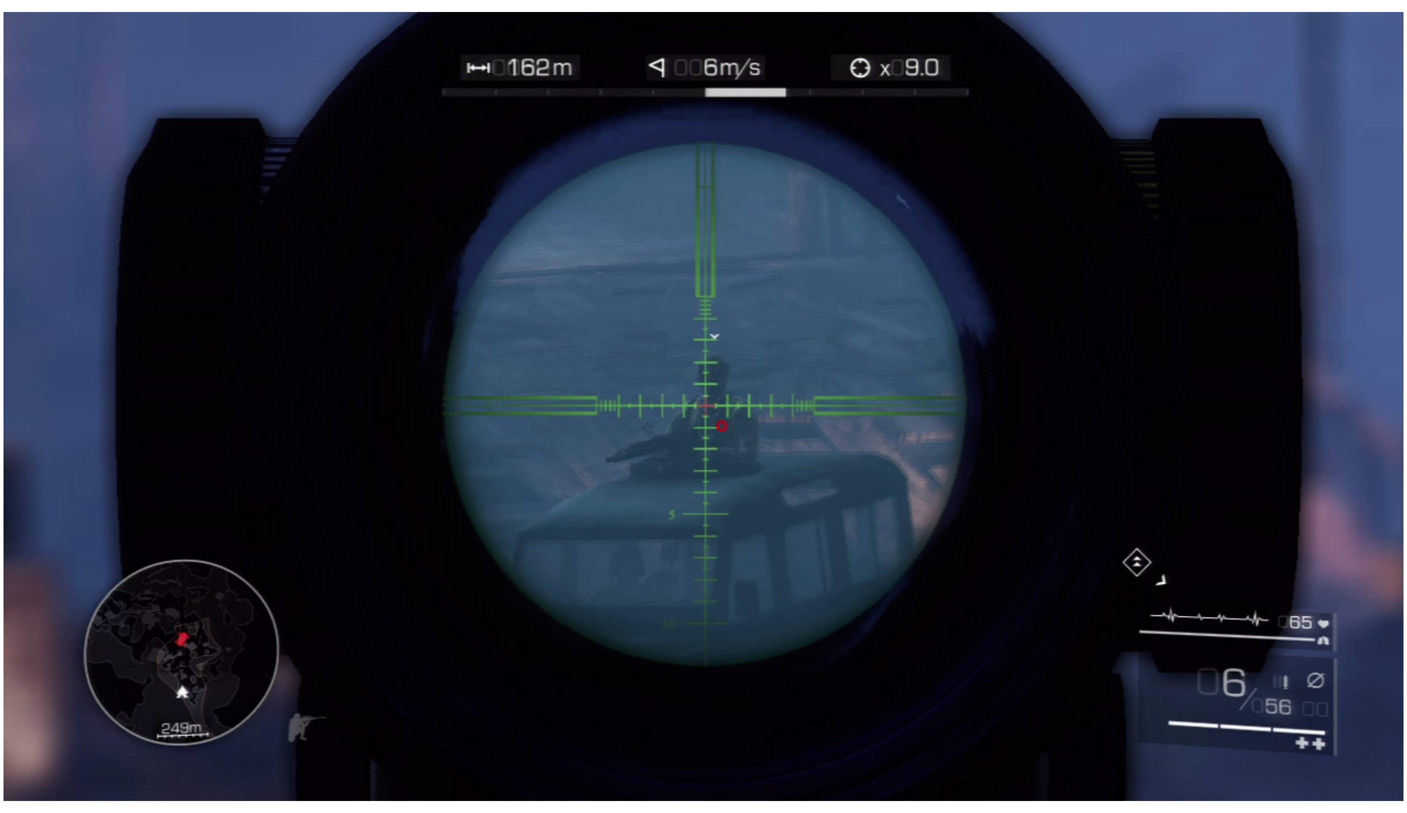
- You can successfully engage enemies with your sniper rifle. Hitting a target with your pistol will be challenging.
- If the enemy detects you, he goes to Threatened mode. Certain enemies may try to flank you.
- If there's a stationary machine gun in the vicinity, an enemy may decide to man it. An enemy machine gunner can fire greater distances and pin you down.

Long Range (70–120 meters)



- You can successfully engage enemies with your sniper rifle. Pistols are useless at this distance.
- If the enemy detects you, he goes to Threatened mode. Certain enemies may try to flank you.
- If there's a stationary machine gun in the vicinity, an enemy may decide to man it. Due to bullet scatter, these machine gunners are less deadly but still constitute a serious threat.
- Your main concern should be enemy snipers at this distance. They are as lethal as you.

Very Long Range (over 120 meters)



- You can successfully engage enemies with your sniper rifle. Pistols are useless at this distance.
- If the enemy detects you, he goes to Threatened mode. Certain enemies may try to flank you.
- Enemies take longer to locate you.
- In certain locations, enemies may arrive in vehicles.
- Your main concern should be enemy snipers at this distance. They are as lethal as you.

Sniper Survival Kit

Exit Strategies

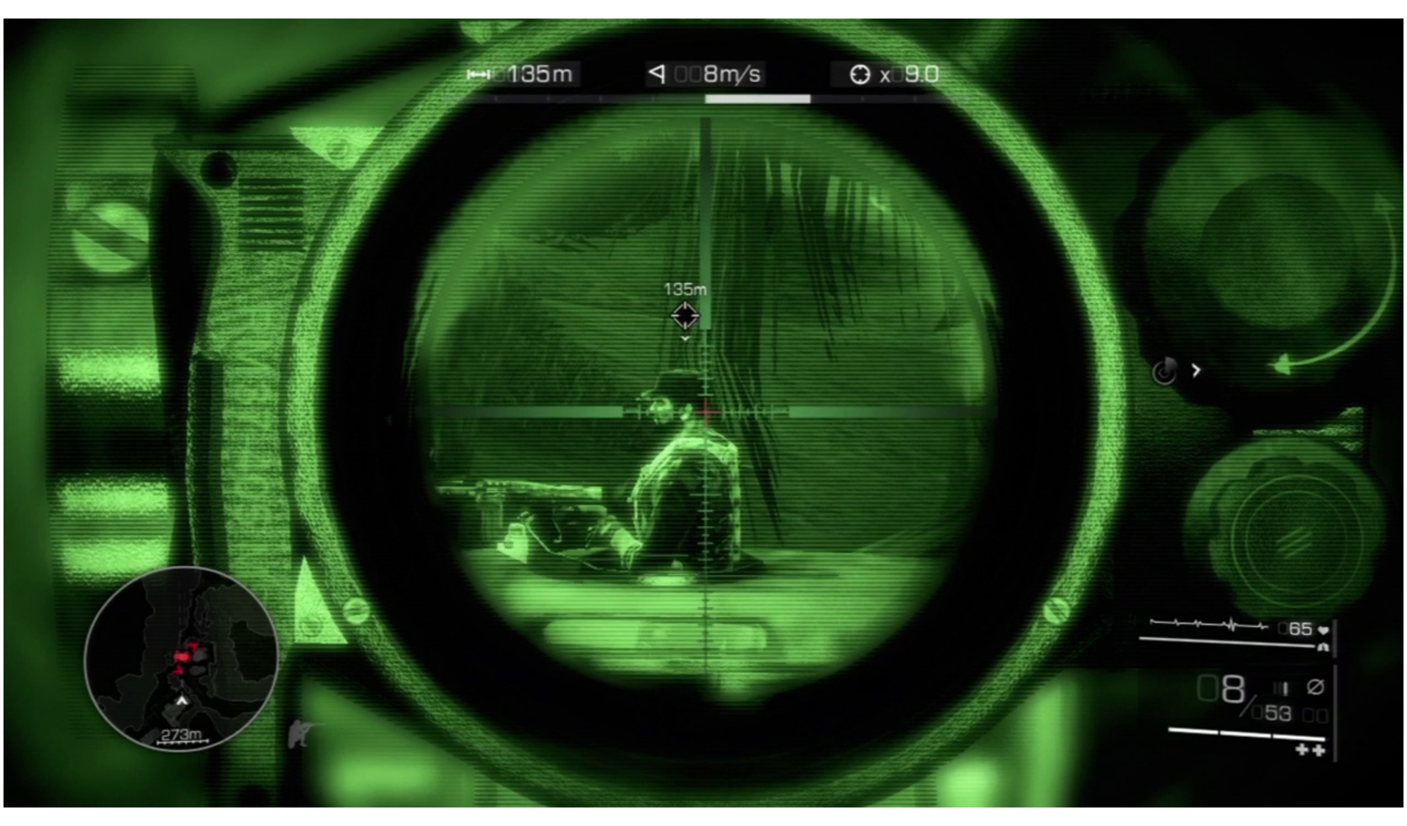
35m
1m/s
x 6.0
140m
65
04
97

When you assault a region full of enemies, it's prudent to plan an escape route, or alternate cover spot, before the attack. At the very least, know where your immediate foes are positioned at all times so that you can evade effectively.

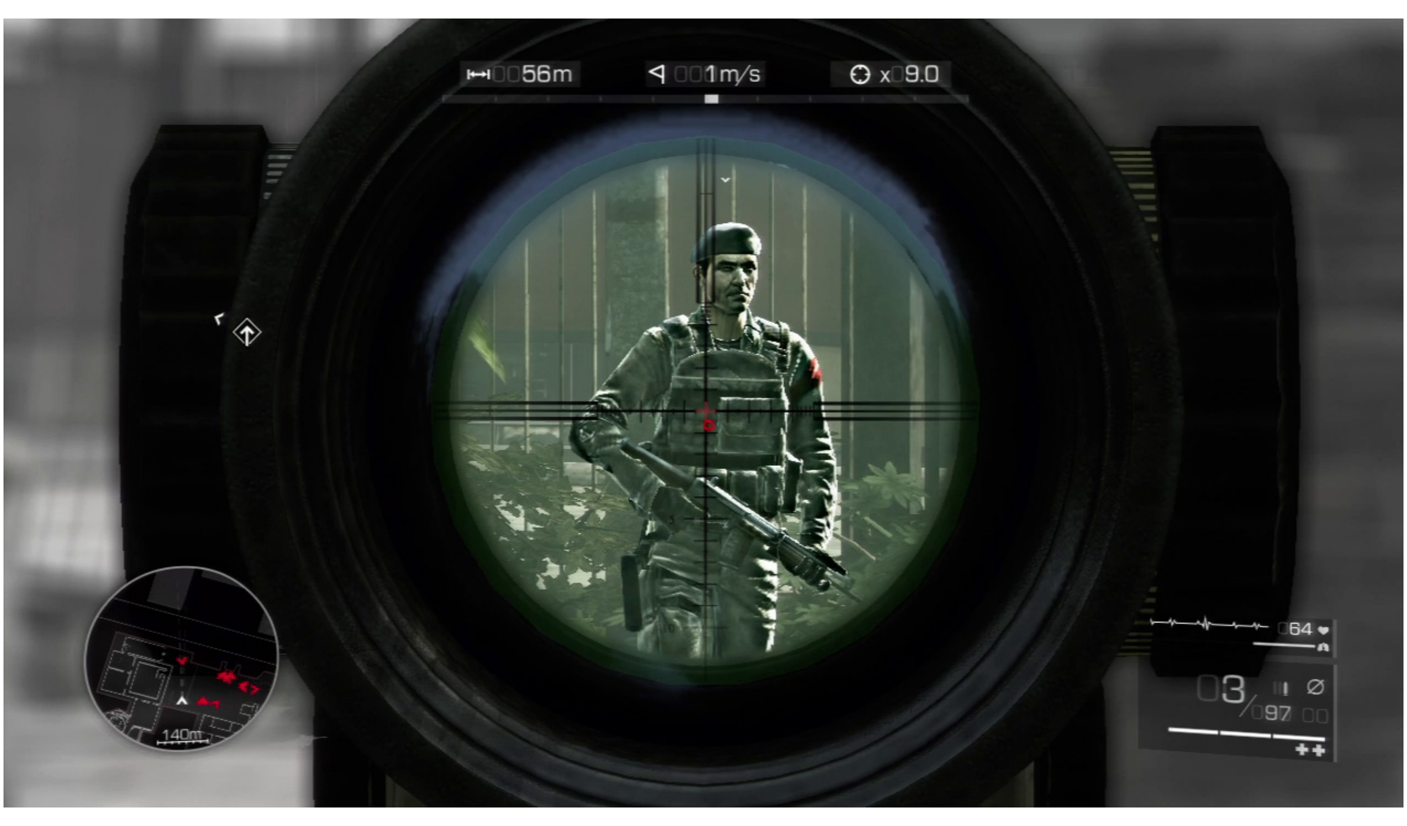
If enemies are on your heels, forget about your sniper rifle and switch to your backup pistol.

The pistol is better at close range and can get off more rounds than your rifle in a short time period.

Difficulty Settings



Going on task force missions is hard work. If you choose Medium difficulty, expect to test your sniper skills. If Medium is a bit too difficult, switch to Casual difficulty to help you get through. For a real challenge, try Expert mode.



On Casual and Medium difficulties, you have access to the ever-useful Hit Indicator. When you zoom in on a target, wait a few seconds and a small, red dot will appear on your reticle.

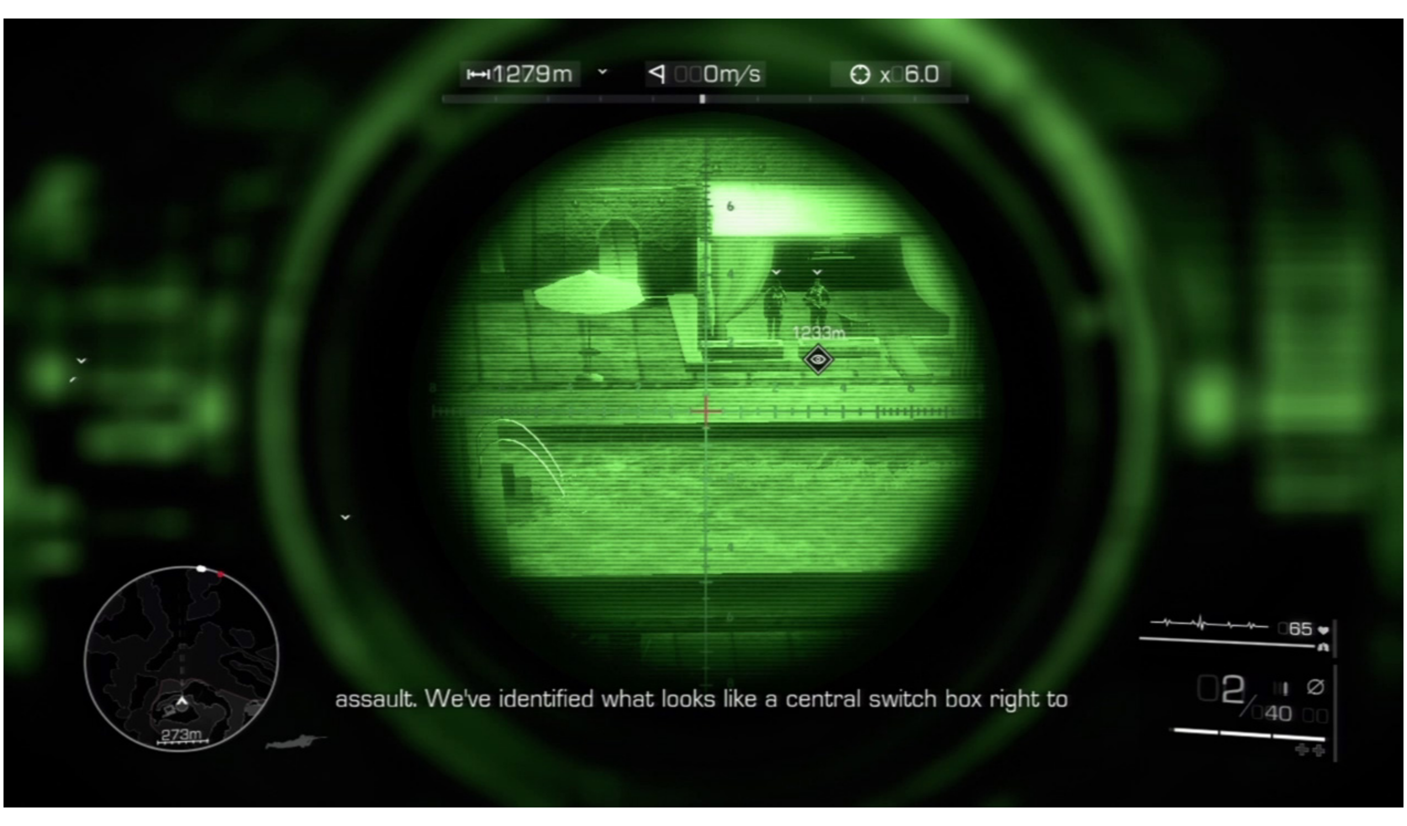
This dot represents where the bullet will strike when factoring in distance (gravity effects, which pull the bullet down) and wind (air currents, which push the bullet left or right).

Notice that the bullet's impact point is rarely directly in the center of your reticle. Waiting for the Hit Indicator gives you far greater precision; however, it does take longer to line up the shot and won't be effective when you have to make quick shots under duress.

Tip

You have access to more medkits and ammo in Casual and Medium modes.

Expert Mode

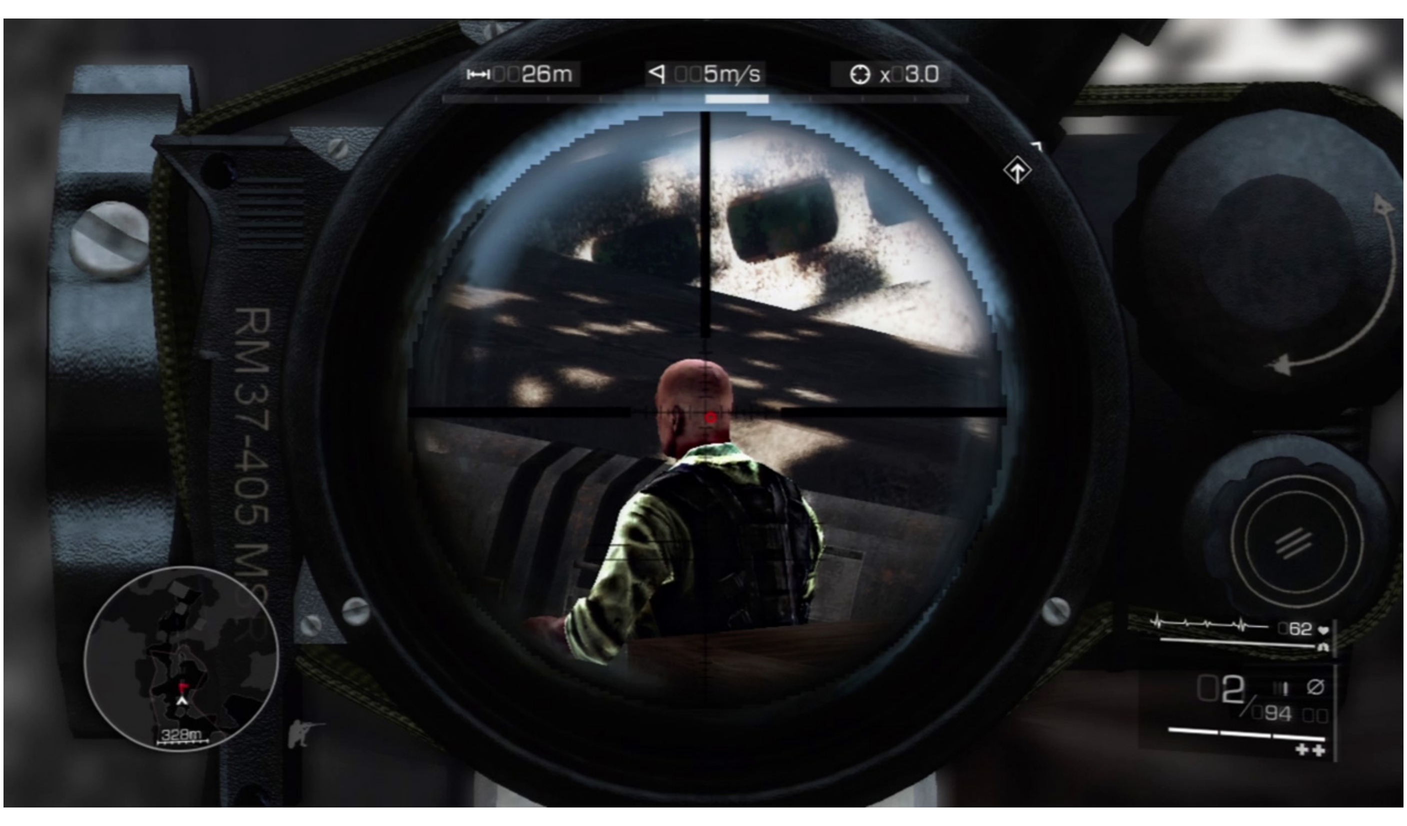

1279m
0m/s
x 6.0
1233m
assault. We've identified what looks like a central switch box right to
273m
65
02
40

On Expert mode there is no Hit Indicator; you must calculate the effects that gravity and wind will have on bullet trajectory on your own. All the information you need is at the top of your scope when you zoom in with your sniper rifle.

At the top left is your distance in meters (marked with a double-sided arrow icon).

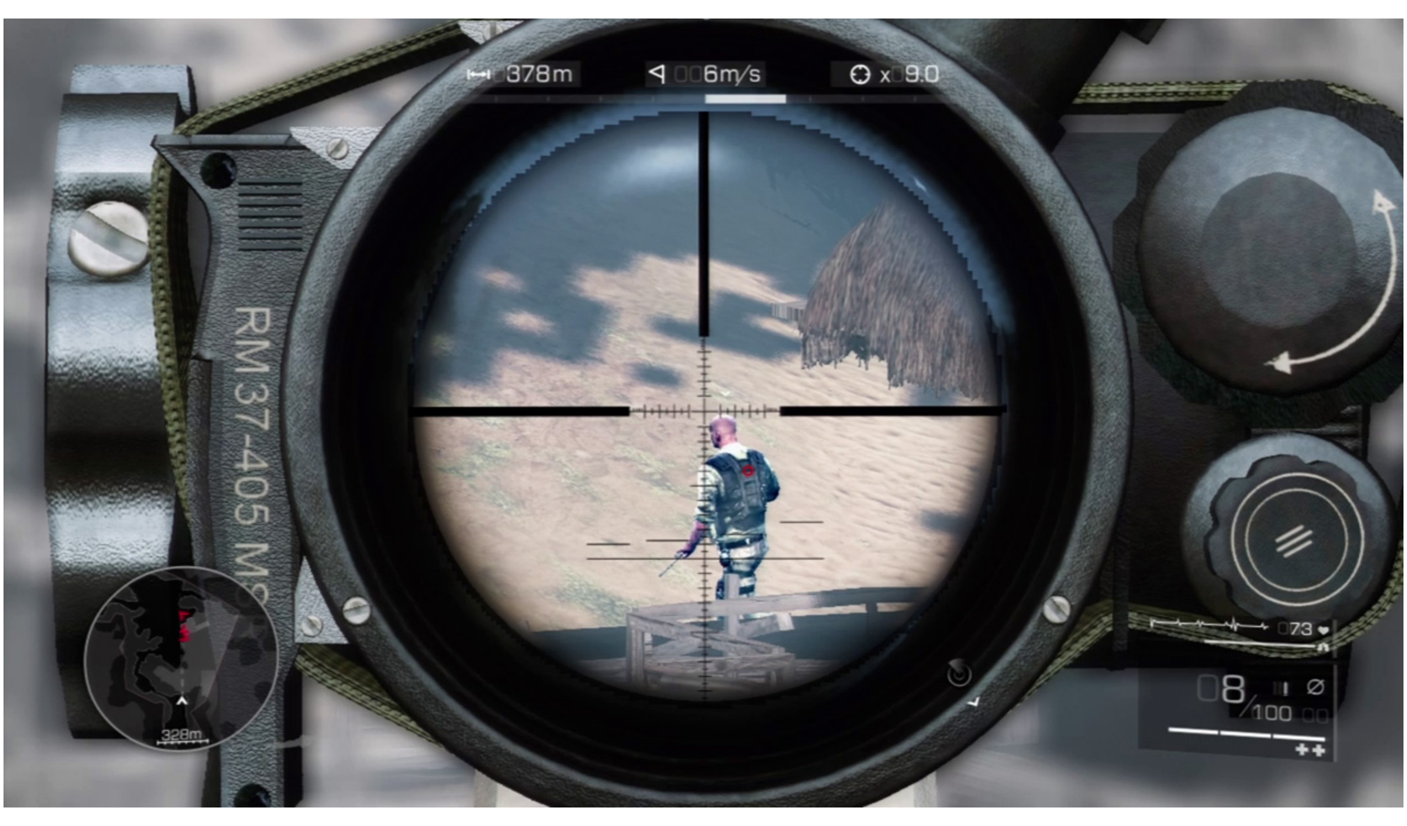
In the middle is your wind force (marked by a flag icon) and wind direction (marked by the bar beneath the numbers). The force is represented by meters per second, and the directional bar visually shows the wind blowing left or right; the longer the bar, the greater the force on the bullet.

At the top right is your magnification settings (marked by a small target icon).



You should always aim for a headshot in Expert mode. If gravity doesn't affect the bullet too much, you will still end up with a headshot. For a longer shot, gravity will drop the bullet, but if you've lined up a headshot, in most cases the bullet will still strike the torso for a kill, even with gravity drop.

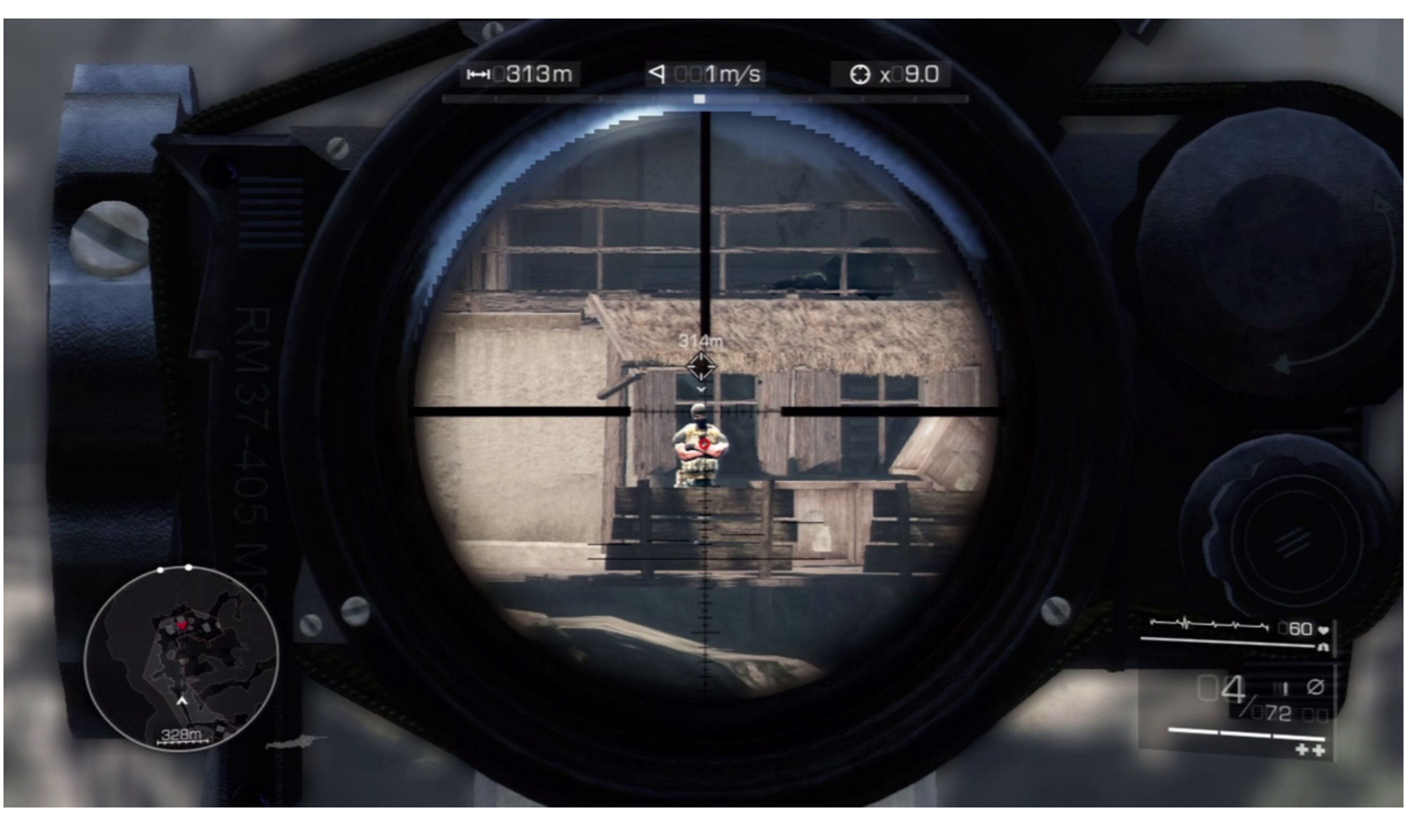
To compensate for wind, make sure your reticle is centered on the target so that if the bullet drifts left or right it will still strike flesh.



Of course, each weapon has different ranges and calibrations. When you first use a new weapon, experiment with it to get the right feel. On your first isolated target during a mission, zoom in on the enemy, calculate the offset from gravity and wind, and take the shot.

If you hit head, neck, or torso, then you're good. If you miss, recalibrate for each subsequent shot until you hit. Pay strict attention to how far off the bullet hits from the reticle's center; that's your baseline shot at that distance and wind.

Based on the distance and wind in future shots, you should be able to adjust your kill shots quickly.



On your first mission, for example, your starting sniper rifle zooms at 3x and 9x magnifications. A close- or medium-range shot at 70 meters or less with no wind will hit very near the center of your reticle.

At a long-range shot of 120 meters with minimal wind, the bullet will drop to just below the first reticle line on the scope. For a very long shot of 300 meters with minimal wind, the bullet will drop to approximately the third reticle line.

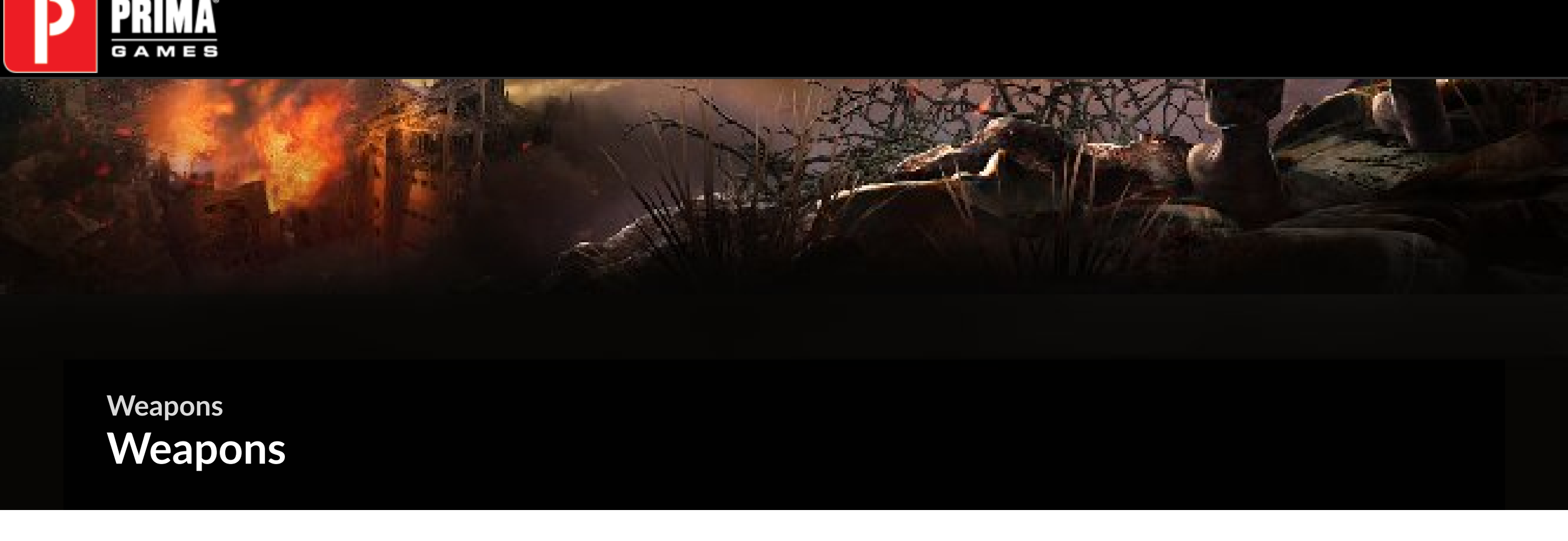
Even longer shots will drop farther down your reticle lines, so headshots turn into torso shots and torso shots will likely miss. Wind force of 1 or 2 meters won't stray the bullet too far; stay centered on the target and you'll hit without a problem.

Wind force of 3 to 5 meters will move the bullet out to approximately the first reticle line to the left or right on long-range shots or less. Any wind force higher than 5 meters will seriously push your bullet in the wind direction, so aim accordingly.

For more details on the various weapons and their calibrations, see the "Weapons" chapter.

How Difficulty Setting Affect the Game

Game Factor	Casual Setting	Medium Setting	Expert Setting
Medkit Placement	1 after each main encounter	Standard placement of medkits	1 medkit across each mission
Ammo Placement	Ample ammo across each mission	Standard placement of ammo	Very little or no ammo across each mission
Ballistic Factors	No ballistic factors (bullet hits directly in the middle of the crosshairs)	All ballistic factors present	All ballistic factors present
Hit Indicator	No need	Yes	No
Tagged Enemies	Only when the spotter/dispatch indicates enemies	Only when the spotter/dispatch indicates enemies	Only when you tag enemies through the binoculars
Indicator Icons (kill, shoot at, clear area)	Yes	Yes	No
Highlighted Objects (to shoot at or interact with)	Yes	Yes	No
Hold Breath (slo-mo while aiming)	Yes	Yes	No, but holding breath is possible to steady the scope
Navigation Waypoints	Standard placement	Standard placement	Fewer waypoints



Weapons

Weapons

Your sniper rifle is your best friend and best protection from an early grave. Not all weapons are created equal, however, so you'll want to experiment with the various tech until you're satisfied that you have just the right fit.

Besides the standard sniper rifles that you begin with on each mission, there are some that can only be unlocked through gameplay. The MSR unlocks if you collect all the secrets in Act 1, the SVD Dragunov unlocks if you collect all the secrets in Act 2, and the M200 Intervention unlocks if you collect all the secrets in Act 3.

Earn 20 medals by finishing the game on Medium difficulty and you unlock the Barret XM500; earn 30 medals by finishing the game on Expert difficulty and you unlock the M24. The MK14 EBR, DSR-50, VSS Vintorez, and the AW50 can all be unlocked with DLC (downloadable content).

Pistols

P220

SIG SAUER INC.EXETER - NH
FRAME MADE IN GERMANY - SAUER
G 408 612
SIG SAUER

- Available: All missions
- Ammo: .45 ACP
- Base Damage: 130
- Clip Size: 10
- Reload Time (in seconds for one bullet/full clip): 2.17/2.5
- Fire Mode: Single
- Zoom Stages: None
- Mass (grams): 800

Small Rifles

M200 Intervention

- Available: After you collect all secrets in Act 3
- Ammo: .375 CheyTac
- Base Damage: 280
- Clip Size: 7
- Reload Time (in seconds for one bullet/full clip): 2.93/4.30
- Fire Mode: Single
- Zoom Stages: x4/x16
- Mass (kilograms): 14

MSR

- Available: After you collect all secrets in Act 1
- Ammo: .308 Winchester
- Base Damage: 280
- Clip Size: 10
- Reload Time (in seconds for one bullet/full clip): 2.67/5.43
- Fire Mode: Single
- Zoom Stages: x4/x16
- Mass (kilograms): 7.3

M24

- Available: Earn 30 medals
- Ammo: 7.62 x 51 mm NATO
- Base Damage: 280
- Clip Size: 5
- Reload Time (in seconds for one bullet/full clip): 2.41/6.26
- Fire Mode: Single
- Zoom Stages: x4/x16
- Mass (kilograms): 7.3

Medium Rifles

MK14 EBR

- Available: DLC
- Ammo: 7.62 x 51 mm NATO
- Base Damage: 180
- Clip Size: 20
- Reload Time (in seconds for one bullet/full clip): 2.90/3.83
- Fire Mode: Semi-automatic
- Zoom Stages: x4/x12
- Mass (kilograms): 5.1

SVD Dragunov

- Available: After you collect all secrets in Act 2
- Ammo: 7.62 x 54 mm R
- Base Damage: 180
- Clip Size: 10
- Reload Time (in seconds for one bullet/full clip): 2.90/3.83
- Fire Mode: Semi-automatic
- Zoom Stages: x4/x12
- Mass (kilograms): 4.68

VSS Vintorez

- Available: DLC
- Ammo: 9x39 mm SP-5
- Base Damage: 180
- Clip Size: 10
- Reload Time (in seconds for one bullet/full clip): 2.27/3.00
- Fire Mode: Semi-automatic
- Zoom Stages: x4/x12
- Mass (kilograms): 2.6

Heavy Rifles

Barret XM500

- Available: Earn 20 medals
- Ammo: .50 BMG
- Base Damage: 400
- Clip Size: 10
- Reload Time (in seconds for one bullet/full clip): 1.90/1.90
- Fire Mode: Semi-automatic
- Zoom Stages: x4/x12
- Mass (kilograms): 12

AW50

- Available: DLC
- Ammo: .50 BMG
- Base Damage: 400
- Clip Size: 5
- Reload Time (in seconds for one bullet/full clip): 3.00/4.00
- Fire Mode: Single
- Zoom Stages: x4/x12
- Mass (kilograms): 12

DSR-50

- Available: DLC
- Ammo: .50 BMG
- Base Damage: 400
- Clip Size: 5
- Reload Time (in seconds for one bullet/full clip): 2.67/4.00
- Fire Mode: Single
- Zoom Stages: x4/x12
- Mass (kilograms): 10.5

Melee

Knife

- Available: All Missions
- Ammo: Not applicable
- Base Damage: Instant kill

Multiplayer - Introduction

In single-player, you usually squared off against a single sniper—at most, three. Want to try your hand at double that?

TIME REMAINING 07:22
500
100
63
10
27
77m

In multiplayer, it's time to match wits, and trigger fingers, against the finest human competition you can gather together in an expansive resort or the ruined streets of Sarajevo. Team Deathmatch mode gives you everything you love in multiplayer mayhem: teamwork, tactics, and the taste of blood.

Pick one of two mirrored maps and have fun with games ending either by time limit (up to one hour) or kill count.

419 m
5 m/s
x12.0
TIME REMAINING 04:36
200
500
Yuggoth
65
9
20
145m

Unlike other Team Deathmatch free-for-alls, multiplayer action at the resort or in downtown Sarajevo is about stealth and timely kills, not all-out, continuous violence. The team that works the best together will win the day, not the lone wolf who camps the best spot. As a team, you want to cover the entire resort and make the whole area a kill zone.

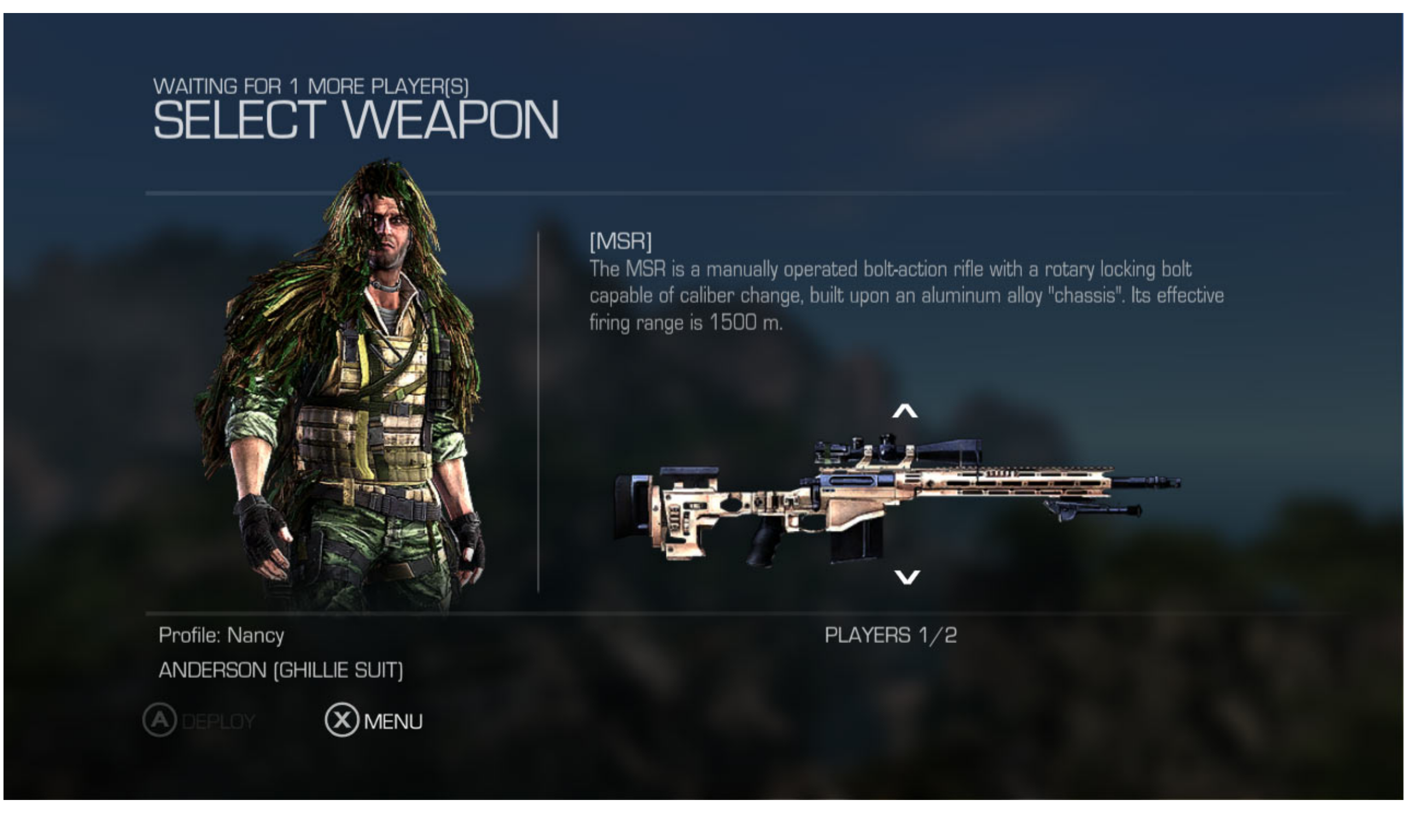
If one of your teammates, for example, camps in the mountain tower on the resort map, he can't see the river bunker, so another teammate has to get his eyes on that position. A spotter is a great idea, or, at the very least, teammates should be in constant communication and revealing enemy snipers as soon as they're noticed.

While one teammate pins down an enemy, another teammate can move to a dominant position and eliminate the enemy before his return fire kills any teammates on your side. The definition of teamwork equals communication, planning, and coordinated execution of your plan.

309 m
0 m/s
x 4.0
TIME REMAINING 13:40
300
0
138
10
10
145m

Learn your map like the back of your hand. Knowing where to find ammo when you've run out, where to snipe and where to hide are invaluable. This chapter will point out the primary sniper points to launch your assaults and defense operations, but you should experiment as much as possible.

A good sniping point that only you know about, or use often, can be the edge your team needs to win the battle.



WAITING FOR 1 MORE PLAYER(S)

SELECT WEAPON

[MSR]

The MSR is a manually operated bolt-action rifle with a rotary locking bolt capable of caliber change, built upon an aluminum alloy "chassis". Its effective firing range is 1500 m.

Profile: Nancy

ANDERSON (GHILLIE SUIT)

PLAYERS 1/2

Ⓐ DEPLOY

Ⓧ MENU

Of course, no good sniper enters battle without a favorite rifle. You have five rifles to choose from: M200 Intervention, M24, SVD Dragunov, XM500, or the MSR. All are suitable weapons, and all often a minimum 4x zoom. Generally, you want the rifle that gives you the greater magnification for scoping out enemy tangos hiding inside bunkers or buildings.

The SVD Dragunov and XM500 offer only 12x zoom; though, they do give you 10-bullet clips and semi-automatic fire, it's usually better to opt for the 16x zoom available from the M200 Intervention, M24, and MSR. The M24, however, has only five bullets in its clip, while the MSR holds 10 bullets, which could prove the difference in a battle that's low on ammo.

TIME REMAINING 12:17
300
0
Yuggoth
65
10
30
77m

Now, it's time to choose your arena: the spread-out resort or the compact Sarajevo streets. The resort gives you more room to operate, though it takes more teammates to cover the entire area effectively. Sarajevo is a more confined space, but the debris and many holes in the ruined buildings makes spotting snipers extremely difficult.

Both are thrilling maps to play on. Jump in, snipe a few enemies, and set off on your path toward mastering multiplayer.

Mutliplayer

Multiplayer - Advanced Cover Tactics

Ok, so you've jumped in a match and have experienced the cold steel ringing in your head a few times and have now decided enough is enough. What do the people at the top of the leader boards know that you don't? What are the secrets and tactics they employ to pop your melon so consistently?

Well folks, you're about to find out, so please put the rifle down for a moment and put your thinking caps on.

Movement:

Chances are unless you're "King Kill Count" you're likely to die once or twice during a match. When you do, you have to consider that most, if not all, of your opponents are already in cover scanning the terrain for their next victim. Outside of the first 20 seconds of a game, you're movement not only makes you a target but will get you killed when running for cover.

Situational awareness is hugely important; don't get caught up in seeking your revenge as that will likely get you killed again. Learn to covet your low death score as much as your high kill count and that means don't do anything drastic, be methodical. Everything about a sniper is methodical and calculated, patience is king.

The moment you spawn, get out of sight immediately. Now this doesn't mean jump in the first bush you find. It's not about finding cover, but finding the right cover. Move as fast as you can through open spaces and always try to put as much space as possible between you and the kill starved predator lining you up in their sites.

Move behind trees, walls, through the tunnel systems…you get the picture. A moving target is always harder to hit than someone enjoying the sunrise or Mr. Super Stealth who thinks the only form of movement is either crouched or prone.

Caution

Never make big movements crouched or crawling, ever. Moving in a crouched or prone position should only be used when entering cover or to shift position while in cover. The slower you move outside of cover, the more of a target you become. If you have to stop for any reason, do so behind objects that keep you out of sight and shield your entire body, like walls.

Tip

Remember, if someone spots you moving on the battlefield, they'll either attempt to take the shot or try to follow your movements into cover. In this scenario, if you're doing anything but running as fast as possible, then you're a dead man. Running through trees, buildings, and tunnels will help you cover your tracks.

Doing this forces your opponent to either overexpose their location to other snipers while scanning for you or force them to give up the hunt and move on to the next target. Smart snipers will never value an easy kill over the risk of exposing their position to other players.

While hoofing it to your favorite position, try to move erratically. When dropping targets on the run, you need to lead the target to compensate for the bullets travel time. This means you need to predict where the target is going to be a second ahead of when you pull the trigger. Knowing this, when moving in a straight line you're playing into your opponents hand nicely.

Always assume you've been spotted and that someone is actively trying to line you up in their scope. What this means is that every once in a while, when making big movements, you should sidestep to one side, forcing the player to recalculate their shot. Now this doesn't mean you should zigzag across the battlefield as that will draw further attention to your location, throwing in a sidestep either direction every once in a while should do the trick.

Choosing Your Cover Wisely

So you've managed to make it into cover safely. Congratulations, but you're not out of the woods yet. Choosing cover depends entirely on your play style, try different types and see what works best for you. There are three types of cover on any given multiplayer map: Stealth, Barrier, and Stealth Barrier cover. Let's explore these three a bit closer.

Stealth Cover

Stealth cover is any location that hides your position from the enemy but provides limited protection from incoming fire. This type of cover is usually found in bushes, behind trees, in shadows, sitting next to complex objects, and so on. While its ability to mask a sniper's position is amazing for the first couple shots, once that kill cam appears overhead, you're cover is blown.

While this can be a very effective strategy, it's difficult to master. Always remember to stick and move. Gobble up a couple kills from this position then move. Rest assured the person you just killed knows where you are and I promise they're looking to repay the favor. Moving even a few feet to the right or left may be enough to throw off your opponent to your position.

However, this only lasts for so long and at some point you're going to need to move. You want to keep these secret spots secret and the longer you camp out, the more your victims will be sure to clear that spot in the future when scanning for targets. Once this has happened, returning to that location during a given match is a death sentence.

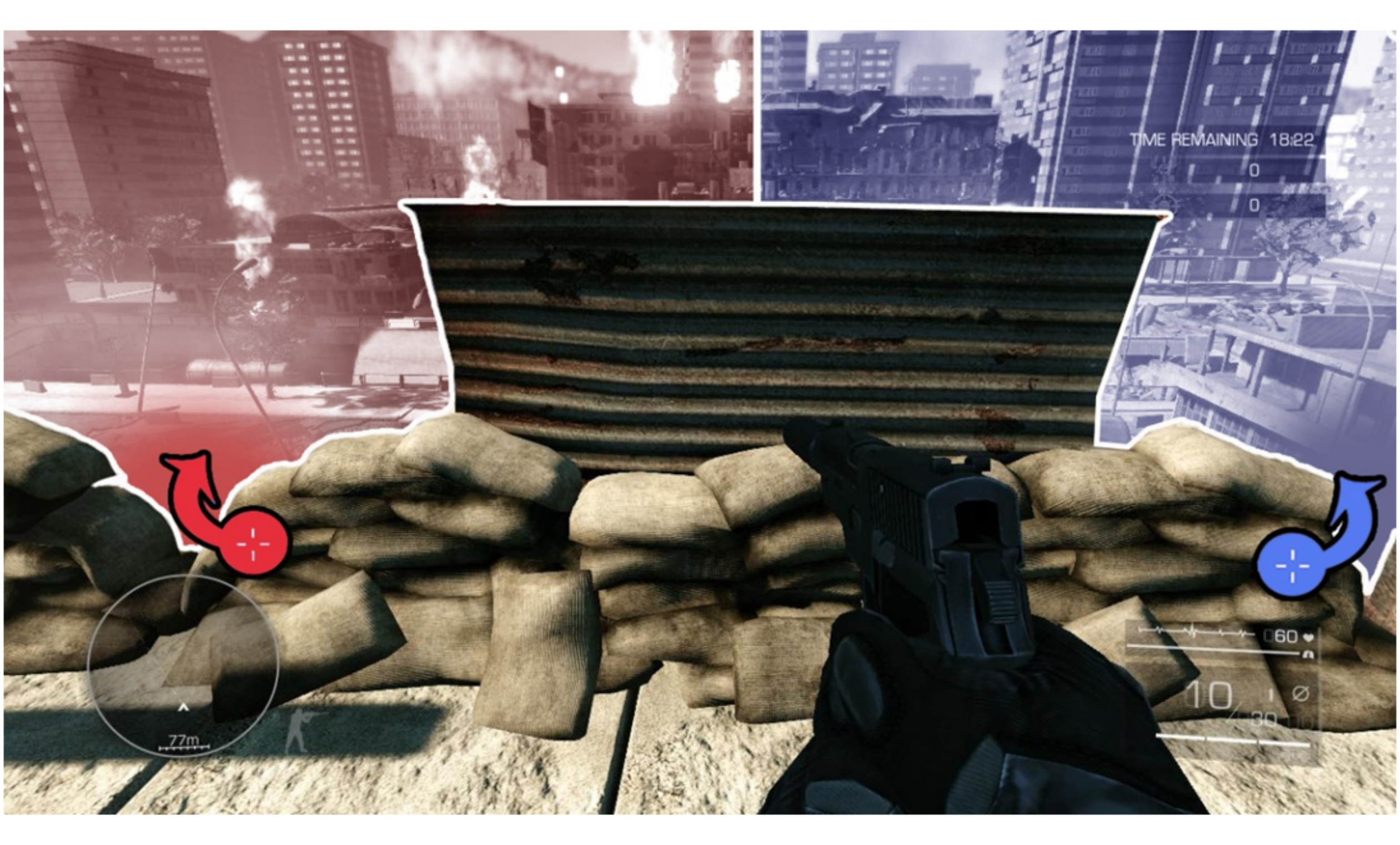
Try to line up similar spots in your general area to move to and alternate between them frequently. Keep them guessing. Always remember that even if you don't rain death on your enemies from this position, eventually your scope reflection will give you away. Always be conscious of the time you spend in this type of cover. If you've been hanging out for a while move and come back to it again.

When selecting alternate cover positions in the same general area; try to line them up as close to each other as possible. You want to minimize your travel time and maximize the amount of time you spend hunting for your next victim. If your next position is just a few feet away, stay prone and move as quickly as possible. If it's a few yards away, just run and drop prone. If it's further than a few yards, try to stay behind objects when traveling and move quickly.

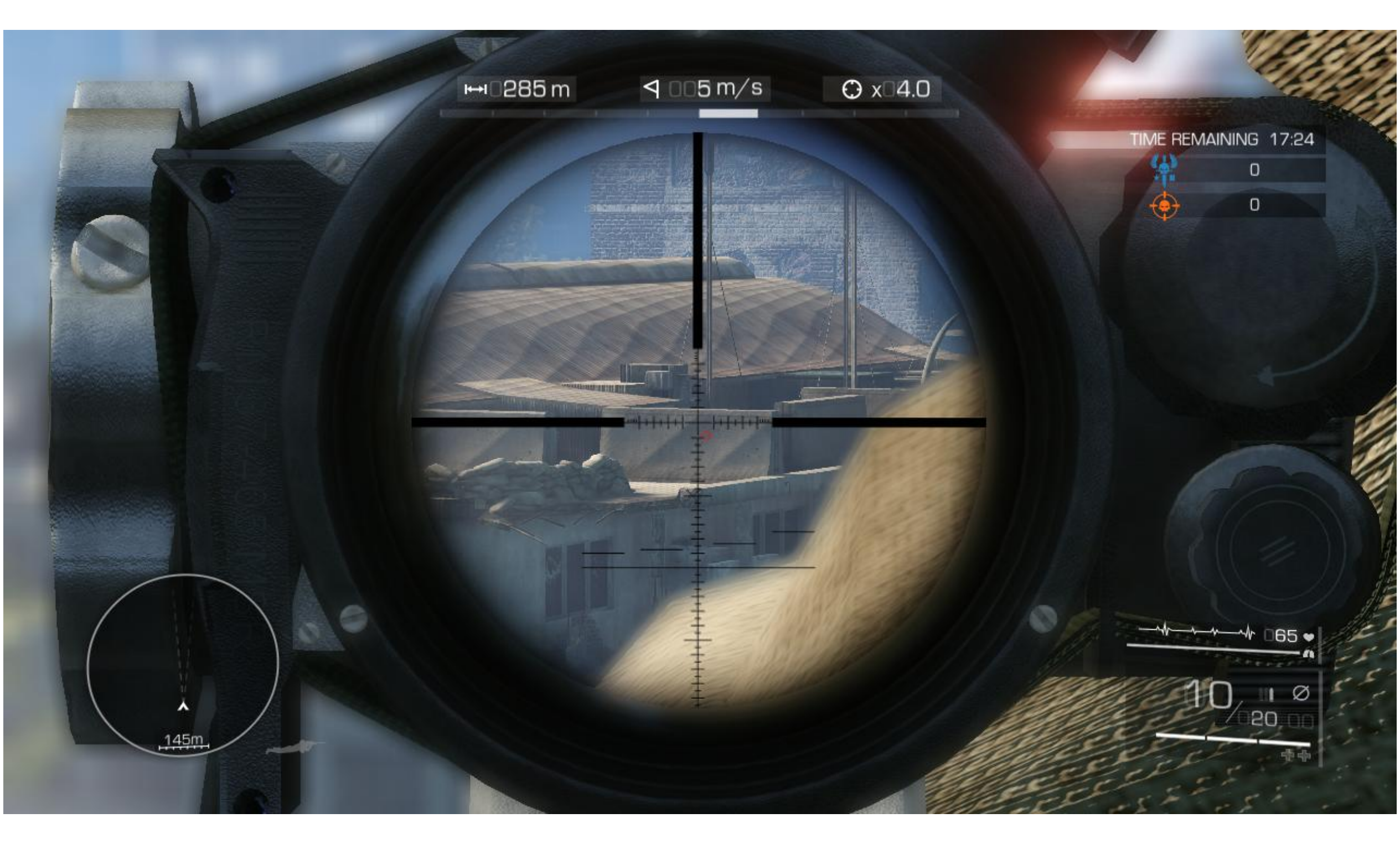
Barrier Cover

These are positions behind walls, peering through gaps in structures, or maneuvering around sandbags. If you know what you're doing and follow the appropriate steps, then you shouldn't need to move regardless of who knows you're there. The key to these locations is your positioning behind the solid barrier.

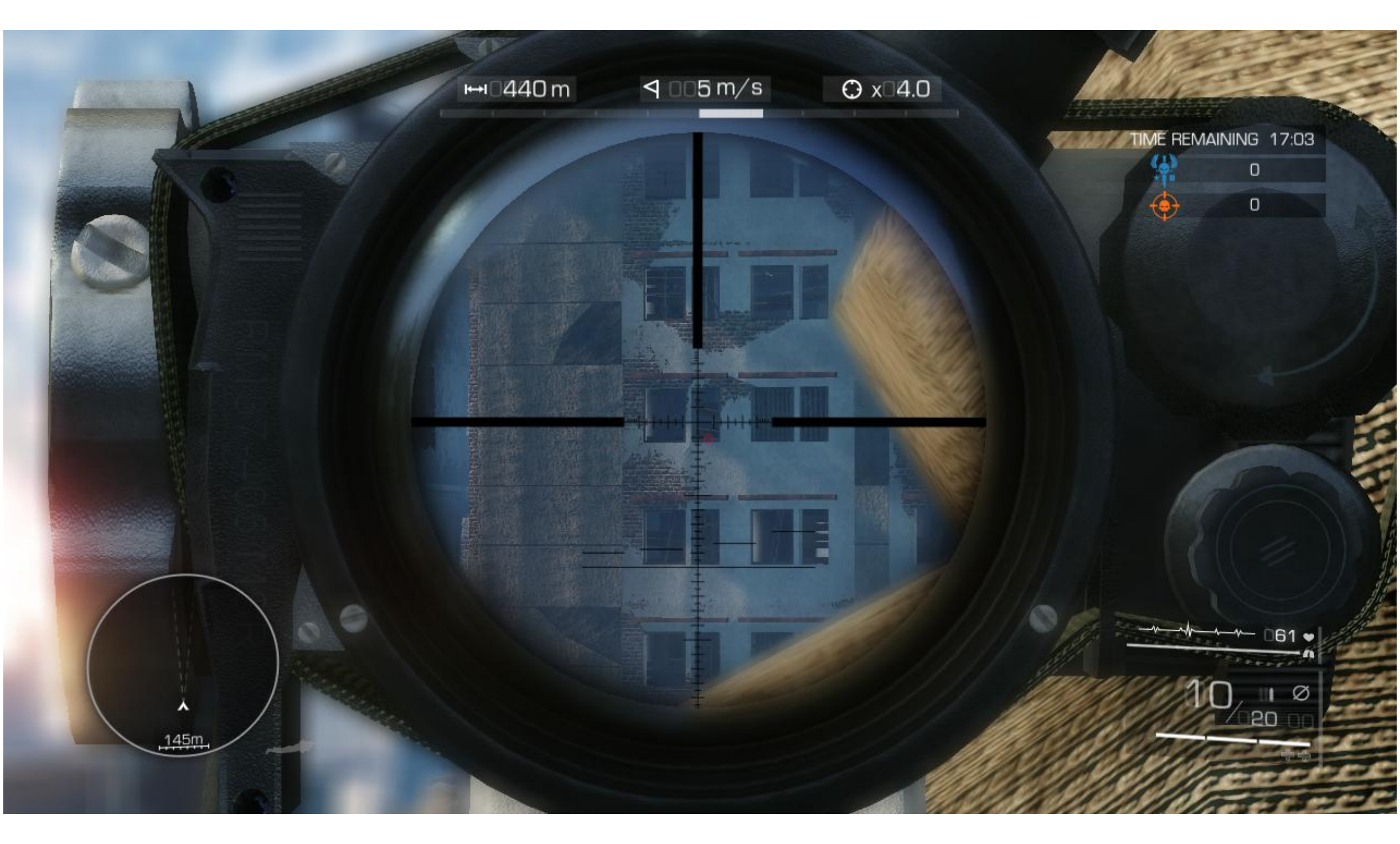
You're goal should always be to show as little of your body as possible and sit as far away from the barrier as you can while keeping a clear eye on the battlefield. Keep in mind that if you can see the battlefield through your scope, then your opponent can see you as well, so the trick is scan and clear.



The premise behind this tactic is to view only a small portion of the battlefield at your first zoom level. Scan the area for any enemy threats, zooming in when necessary. You'll want to look for anything out of the ordinary but the first order of business is to clear any possible cover locations. Once you're certain there are no looming threats, inch out further revealing a bit more of the battlefield, then repeat. Clear the new area, but before inching out further, clear the previous area to make sure no one has moved in behind you. Rinse and repeat.



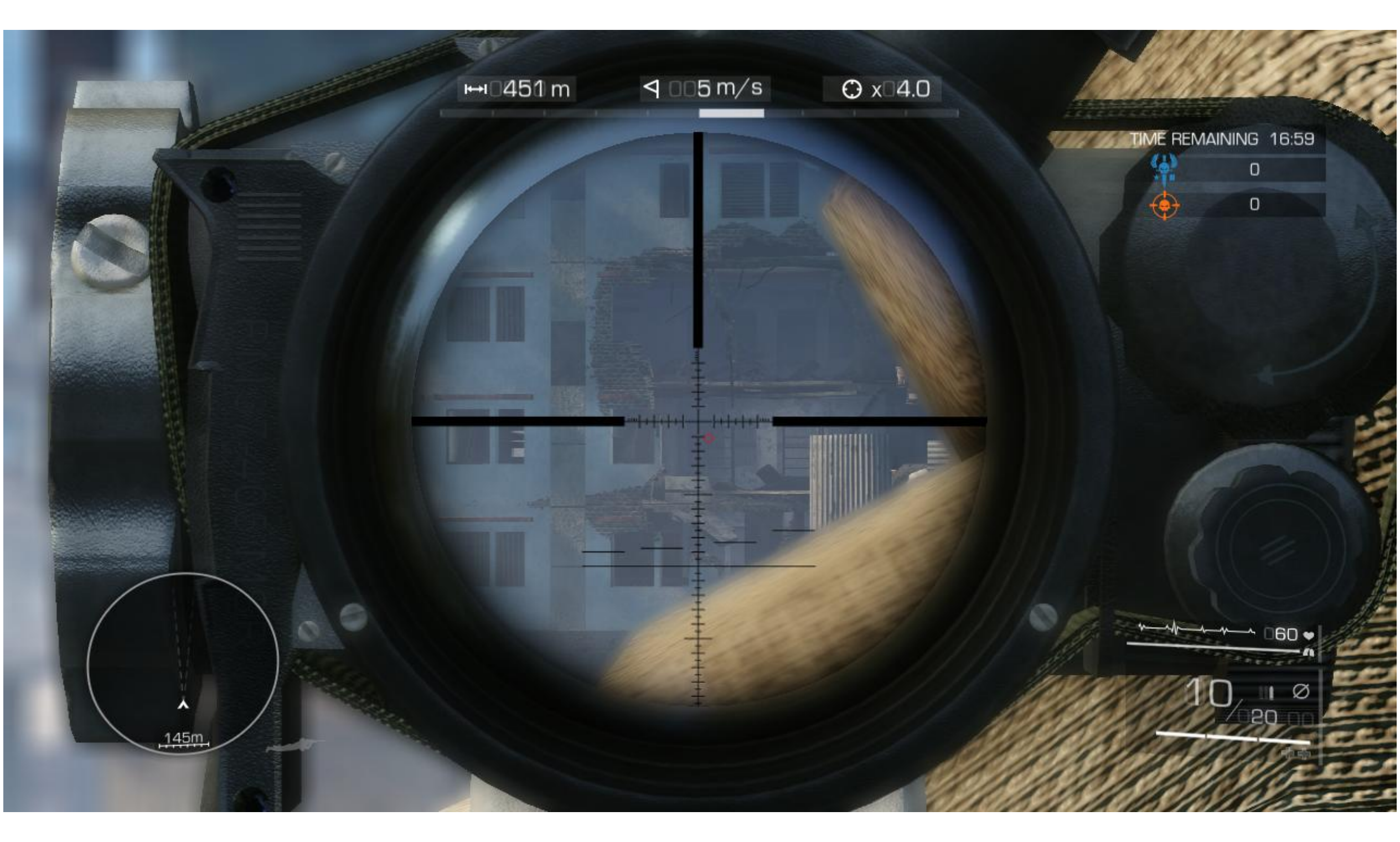
Your first peek at the battlefield should only reveal this much.



The second should be slightly more than the previous look, clearing and scanning as you go.

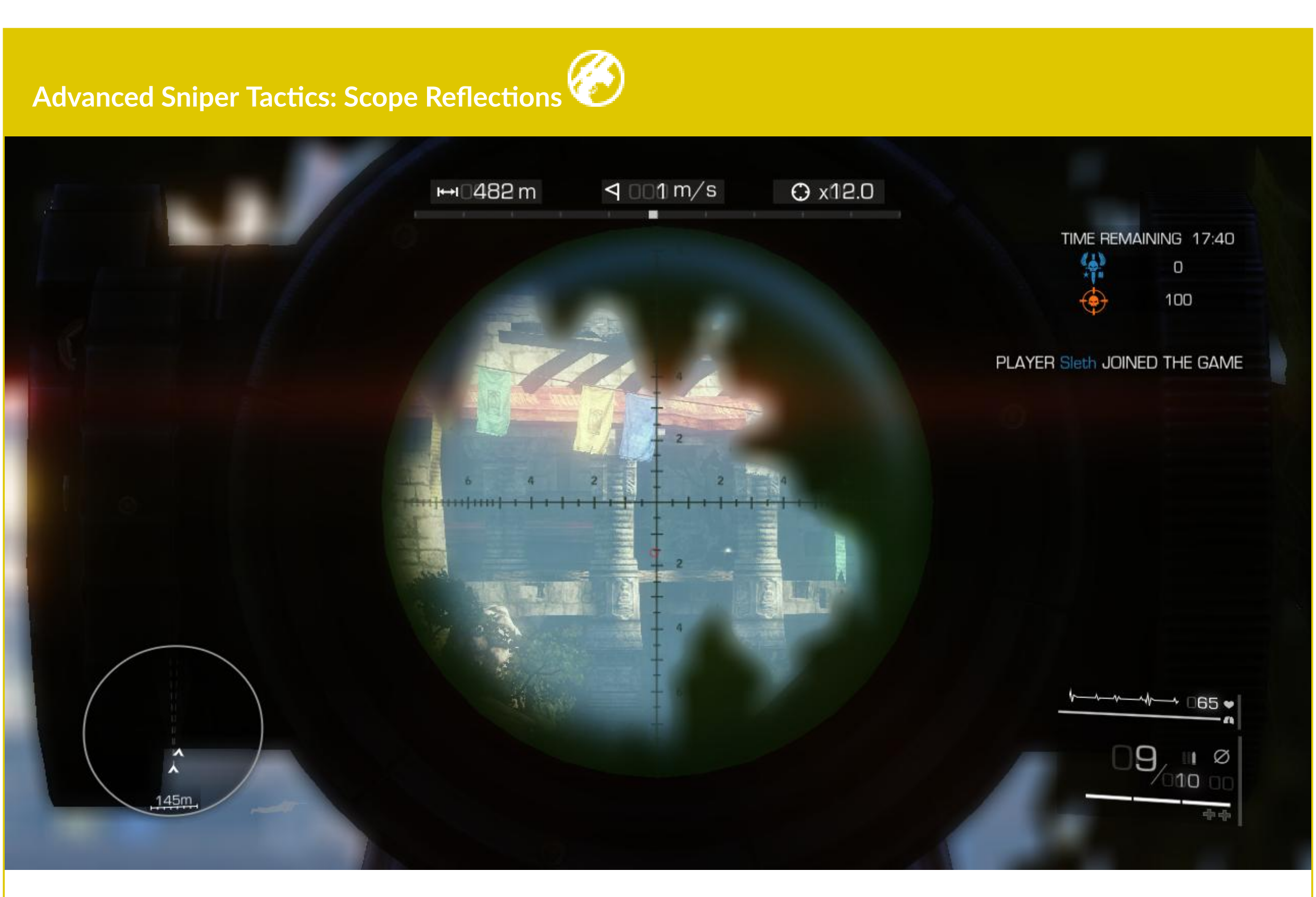
Keep up this strategy until you have a little less than half of the battlefield exposed. What this means is that half of your body is hanging out for other players to plant some lead, so the closer you get to viewing the center of the map, the more exposed you become. At this point you'll need to pick up the pace.

Scan the new area as fast as possible, hitting potential cover spots first, then quickly duck back behind cover. Once you've cleared one side of the map, it's time to move to the other side of the barrier and start again



Your third look should reveal slightly less than half the battlefield. Remember, at this point you are greatly exposed. Scan and clear quickly then reduce your visible area or switch to the opposite side of the barrier as soon as possible.

Advanced Sniper Tactics: Scope Reflections



Keep an eye out for scope reflections, as this should be your number one target. The scope reflection appears when someone is scanning in your general area. If it's simply a flash, then your position likely hasn't been compromised, giving you slightly more time to eliminate the target. However, if the flash is persistent, take this as an indication that someone has located your position.

Quickly scan that location and eliminate any targets, the clock is ticking. If after a brief second you can't locate the snipers position or it has taken more than one or two seconds to line up the shot, duck back into cover without moving the position of your crosshairs. This is done so that when you pop out, your shot should be aligned as close as possible to where it was before you took cover.

Doing this requires you to make fewer, if any, corrections when lining up the shot. After a few seconds, quickly pop out and take your shot. Do not inch back out from cover in this situation. You want to move in one fluid motion, quick and lethal. The moment you pull the trigger and let your bullet fly, immediately jump behind cover.

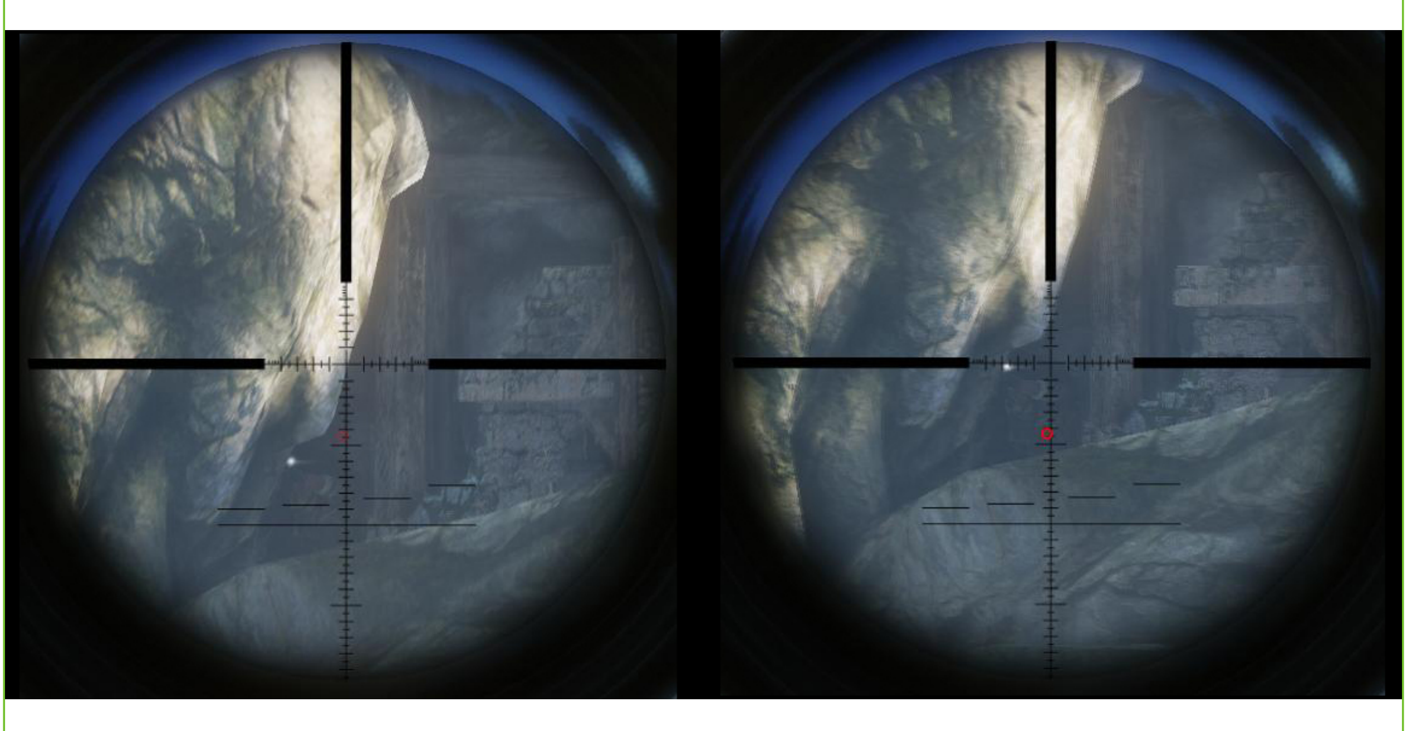
Don't ever hang out and attempt a second shot or wait to witness the glory of the splatter effects. Always assume you've missed; let your kill count be your victory dance. If a kill has not been registered with your name in lights, then you missed. Wait a brief moment and try again in the same fashion.

Tip

If there are many potential threats located toward the center of the map, then isolate one and take your shot. Once you've dropped your target, move back behind cover and quickly scan the previously cleared area for new targets before moving to the next target at the center of the battlefield.

You don't want to lose the remaining targets, so this pass should not be as thorough as the previous ones. The best way to do this is with your hit indicator.

Hit Indicator:



One tool in your trick bag is the little red ring which shows where your bullet will land when calculating the hit offset based on the situational ballistic properties (wind, drop, roll, etc). The nice thing about this indicator is that it will light up when you pass over a target. Even if you can't see your enemy or if only a strand of hair is visible, if that indicator lights up red, you can kill it.

It's absolutely critical that you pay attention to this indicator as it may be the only way for you to line up a shot where you can't verify the enemy's position. One of the best uses of this indicator is for quickly scanning the terrain for targets.

Caution

Don't assume that just because you can't see someone that there isn't someone there bearing down on your position.

When scanning, outline the possible cover locations with this indicator as if you're attempting to trace it on the terrain. This will help ensure that you pickup even the smallest portion of a target sticking out behind a barrier. This trick is the stealth cover and solid barrier commando's worst enemy, as there is nowhere to hide from the little red ring of death.

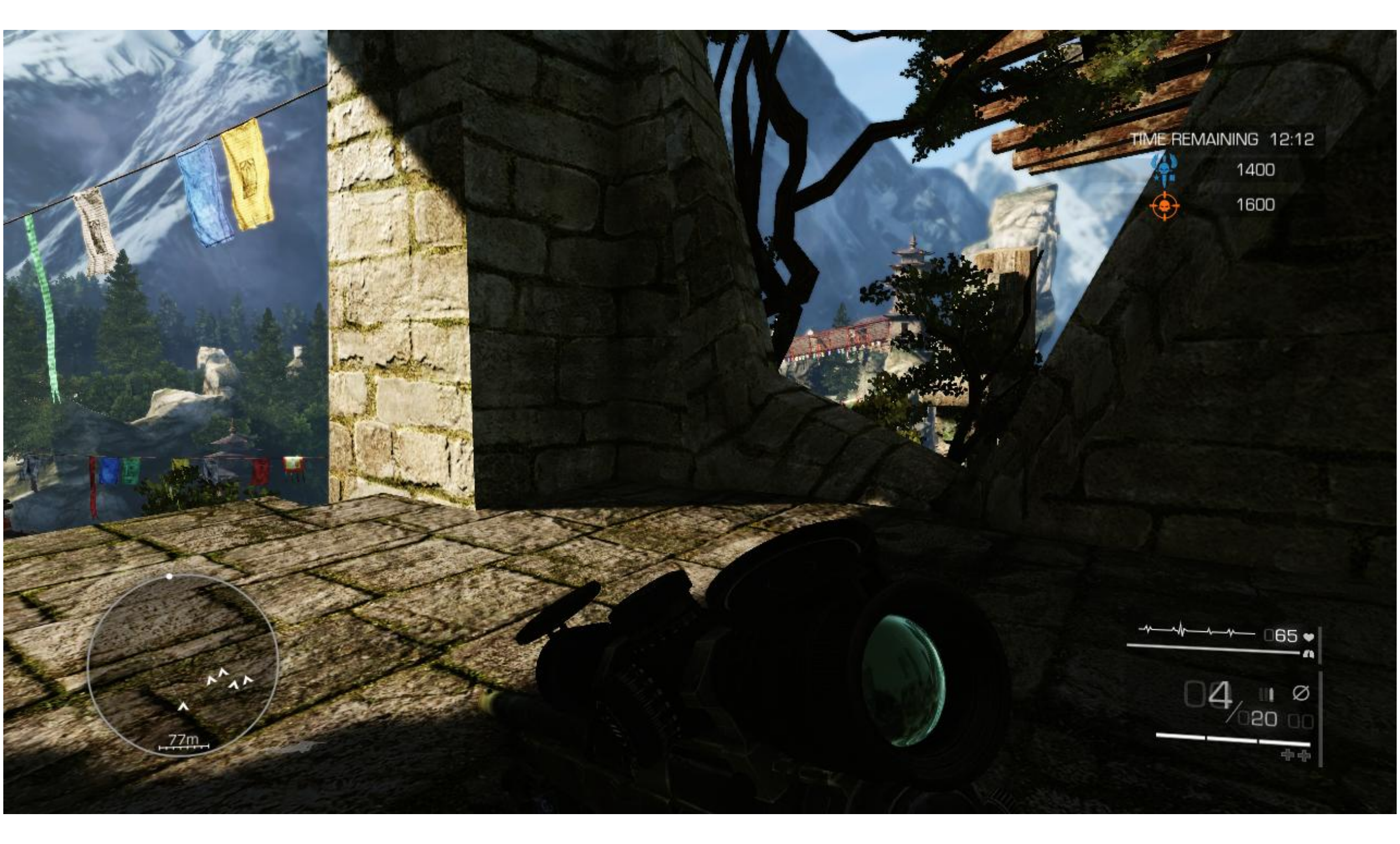
Don't rely on this alone, as this is but one tool in your bag. Use this, the different scope magnifications, and your own sight to guide you to your target as you sweep and clear. If you're ever unsure if you've completely cleared an area, don't proceed until you're certain it is.

Stealth Barrier

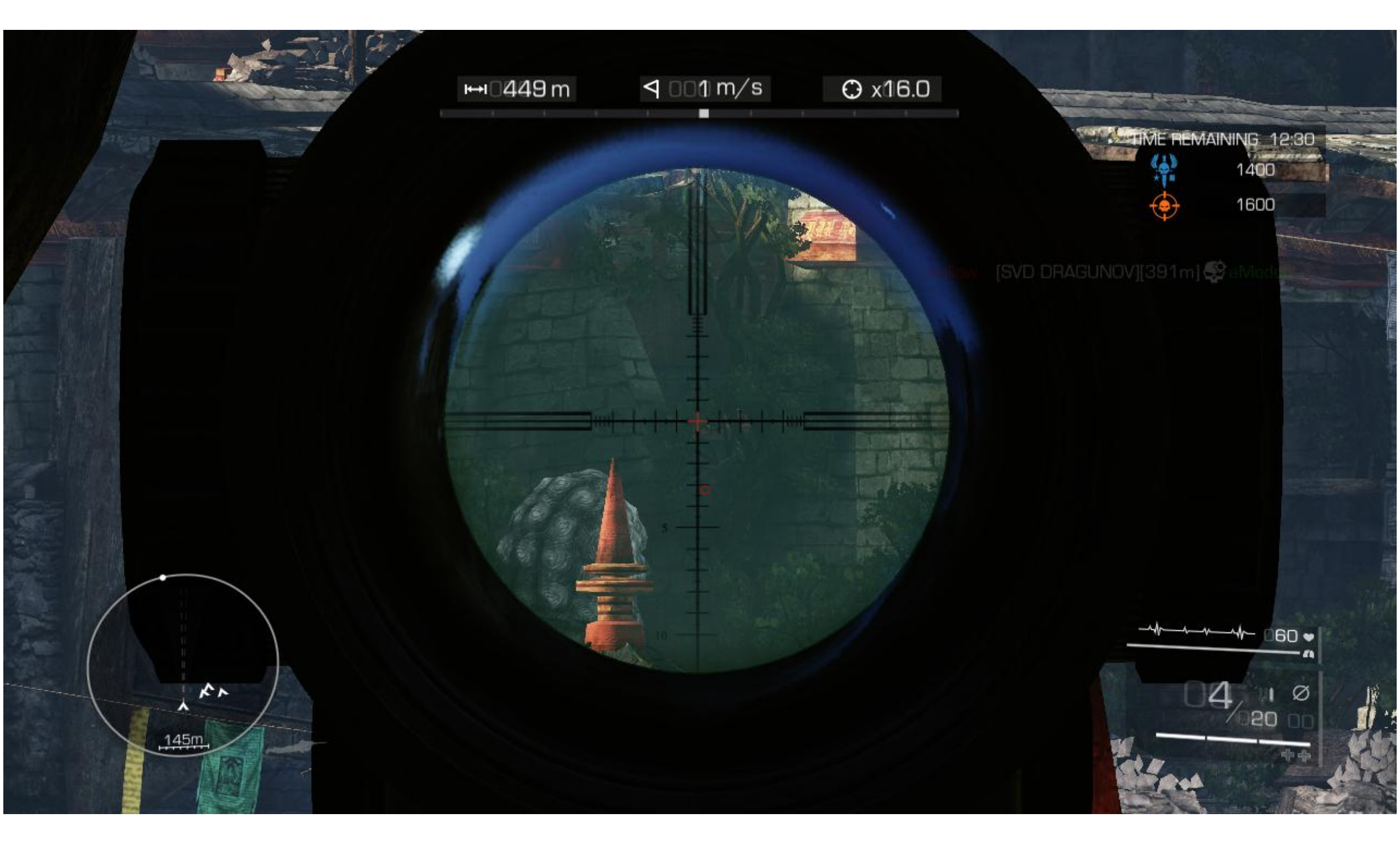
Being primarily a barrier cover, these types of locations usually incorporate trees, shrubs, or debris to help mask its position. Navigating twigs and branches while lining up shots may be slightly cumbersome at first, but your patience will come with great rewards as you rain pain on your opponents.

Stealth barrier locations are very rare and often heavily used by other players. However if you can manage to locate one, it will quickly become your favorite hangout. After identifying these positions, be sure to incorporate them as high profile targets when sweeping and clearing the battlefield.

Pay close attention to your hit indicator as you will likely not see your opponent here. Below is an example of an excellent Stealth Barrier position.



This location can be found on the Temple Crossing map



Here's the same position from your opponents perspective. Deadly!

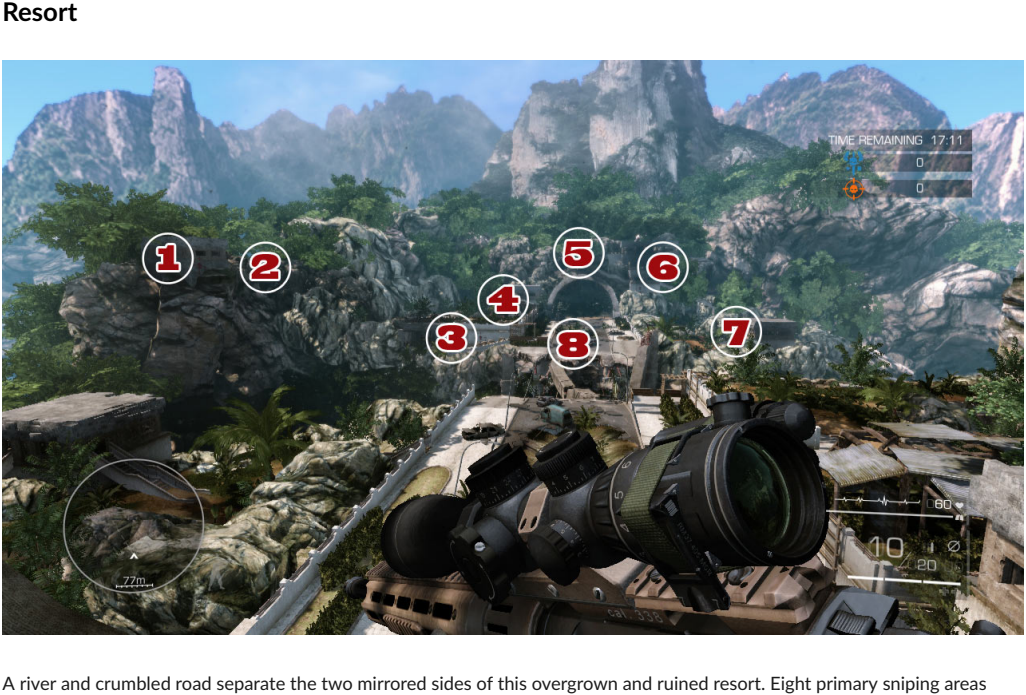
The tactics used for this type of cover are identical to that of Barrier cover, as you'll use the sweep and clear technique to locate your opponents. With this example only one side of the pillar has stealth components, so be extra cautious when sticking your neck out on the left.

However, due to the bushes and trees masking your position on the right, you should be able to safely peer out further than normal to compensate on that side. The only time this is not true is when you've been camping there for a while and have racked up a healthy kill count. Being at the top means you're not making many friends, so just keep your head down and be extra cautious.

Mutliplayer

Multiplayer - Resort

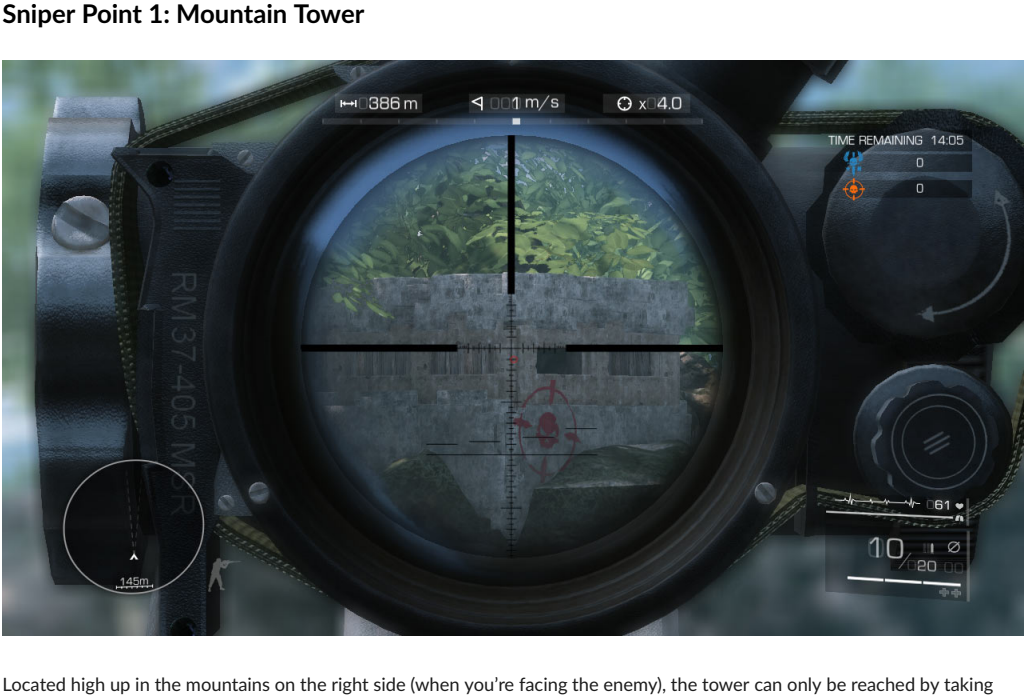
Resort



A river and crumbled road separate the two mirrored sides of this overgrown and ruined resort. Eight primary sniping areas around the resort will give you an advantage over enemies out in the open—if you know where to hide and where to scope.

See the resort schematic for the lay of the land and the relative positions of all the sniping points.

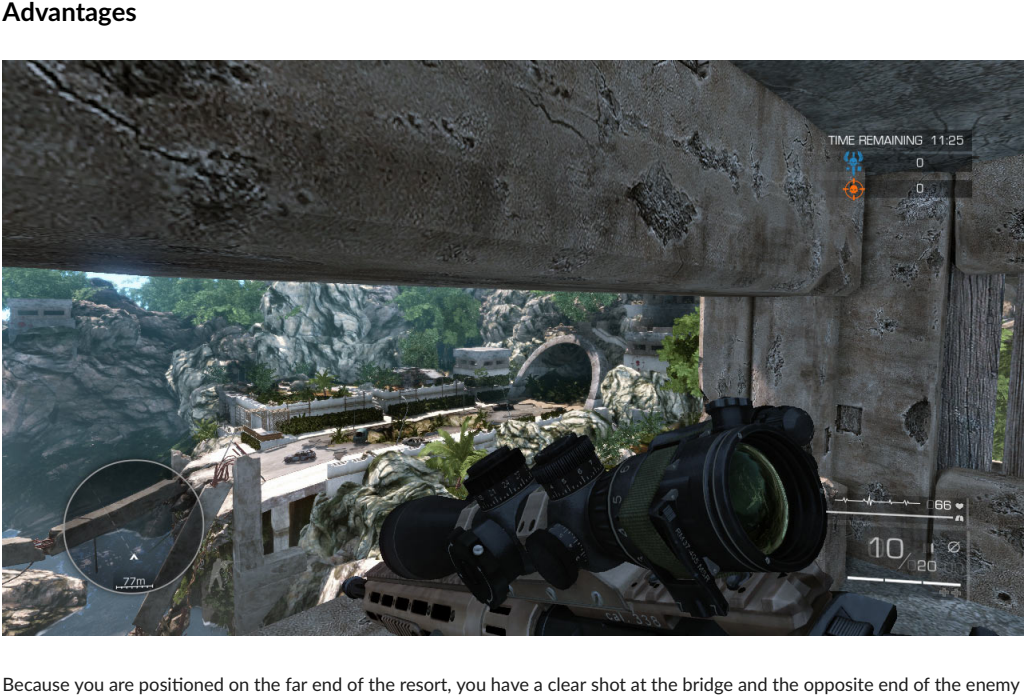
Sniper Point 1: Mountain Tower



Located high up in the mountains on the right side (when you're facing the enemy), the tower can only be reached by taking the long tunnel through the mountain.

Use the underground tunnels if you have to cross the resort to gain the mountain entrance.

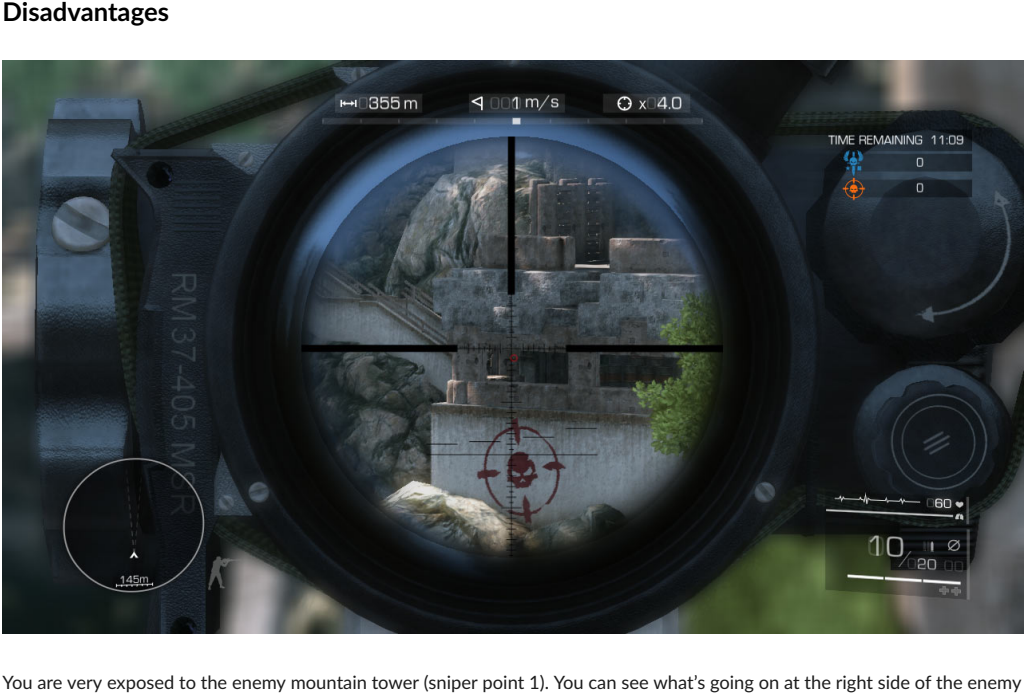
Advantages



Because you are positioned on the far end of the resort, you have a clear shot at the bridge and the opposite end of the enemy complex (sniper points 1 through 4).

Anyone atop sniper point 3 is dead meat, and you have good cover against sniper point 6.

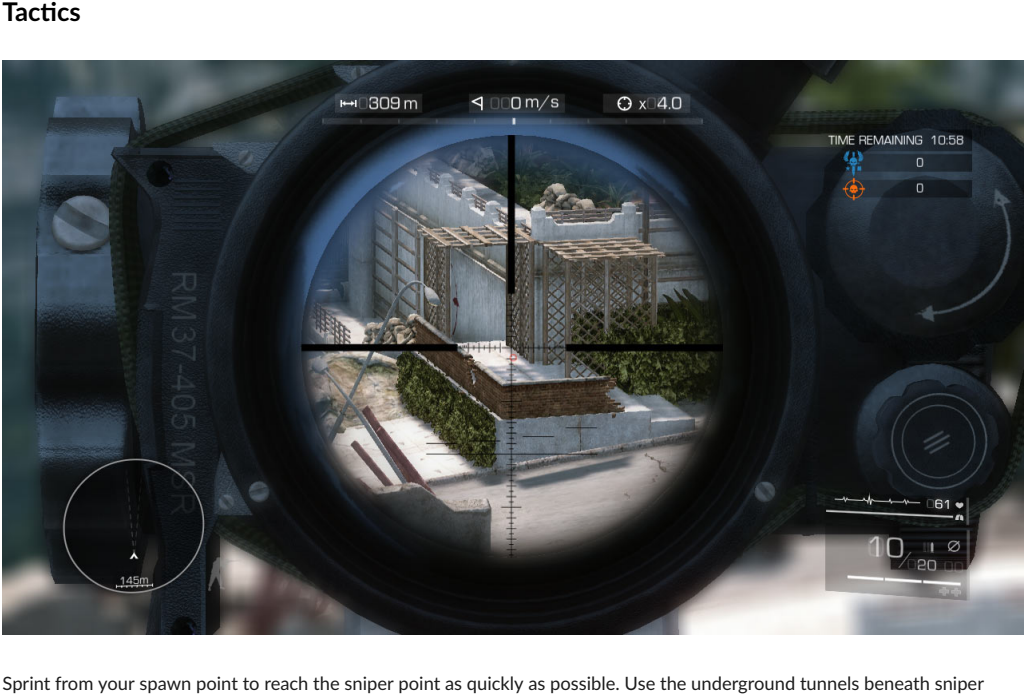
Disadvantages



You are very exposed to the enemy mountain tower (sniper point 1). You can see what's going on at the right side of the enemy complex, and you have no shot on sniper point 7 and may have to slide out from the protective corner to strike at sniper point 6.

It's also the farthest sniper point, so it will take time to reach the position, which means you'll lose sight of enemy positions and miss out on potential kills in a shorter game.

Tactics



Sprint from your spawn point to reach the sniper point as quickly as possible. Use the underground tunnels beneath sniper point 9 to cross the resort; don't ever cut out in front where you're an easy target.

Once you reach the mountain tower, nestle up against the far corner. This gives you cover against the enemies to your right (sniper points 6 and 7).

Your immediate focus should be any enemies directly across from you (sniper points 1 and 2). Enemies across from you can shoot into the tower no matter where you crouch.

Once you kill those opposite you, you're free to engage other snipers below.

Against sniper points 3 through 5, you can defend easily by retreating back in the tower to eliminate any angle an enemy sniper might have on you. Remember, too, that you can always drop prone to avoid enemy fire.

Enemies in the sandbags atop sniper point 3 or outside along the brick wall are in big trouble: You have a superior, elevated position and can clip them easily if they do anything other than hunker down.

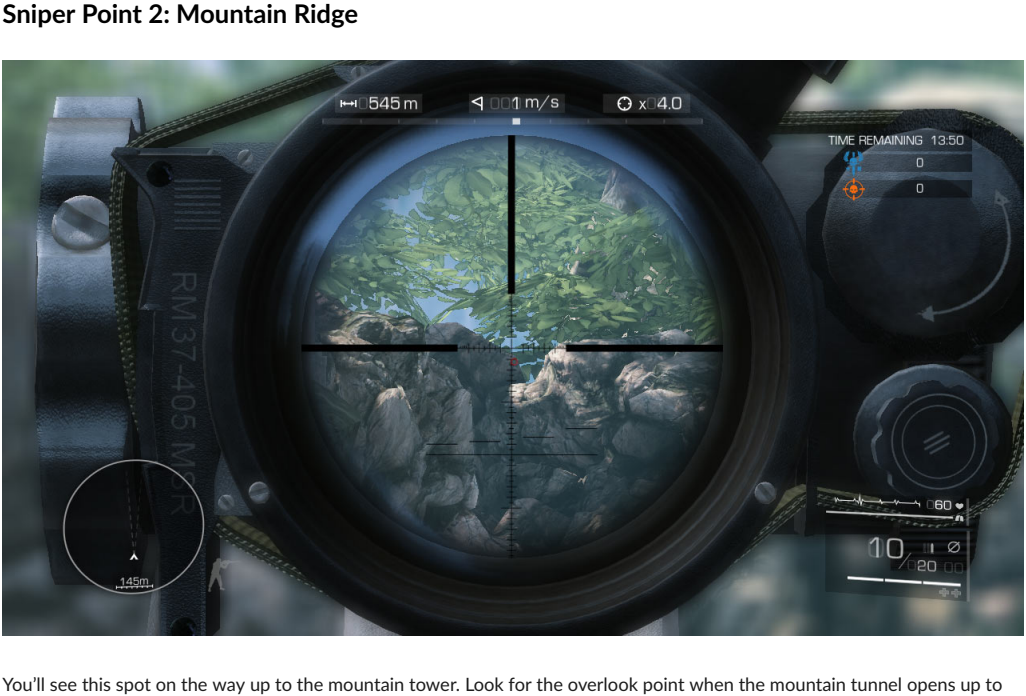
Anyone trying to cross the broken road (sniper point 8) will have serious trouble surviving for more than a few seconds against you.

They'll have to be lucky to cross the bridge if you're sitting in the mountain tower; that's a lot of open terrain to cross, and you have time to get off two or three shots.

Conversely, you can cover any brave teammates making a charge across the bridge to infiltrate enemy territory.

You can barely see sniper point 6 from your corner. Inch out and eliminate any enemy snipers who take up residence there. Duck back if you need cover. Since you can't see sniper point 7, you'll have to rely on your teammates to pop anyone in that bunker.

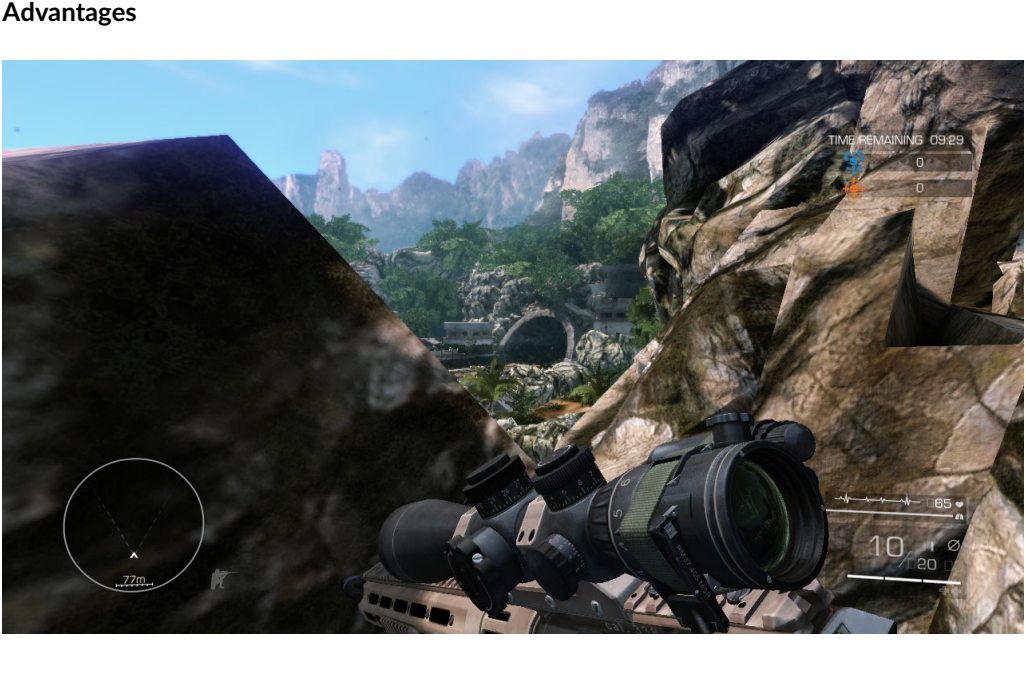
Sniper Point 2: Mountain Ridge



You'll see this spot on the way up to the mountain tower. Look for the overlook point when the mountain tunnel opens up to the outside before boring back into the hill toward the tower.

Drop into a crouch at the cliff's edge and shuffle up to the "V" in the rock shelf for maximum protection.

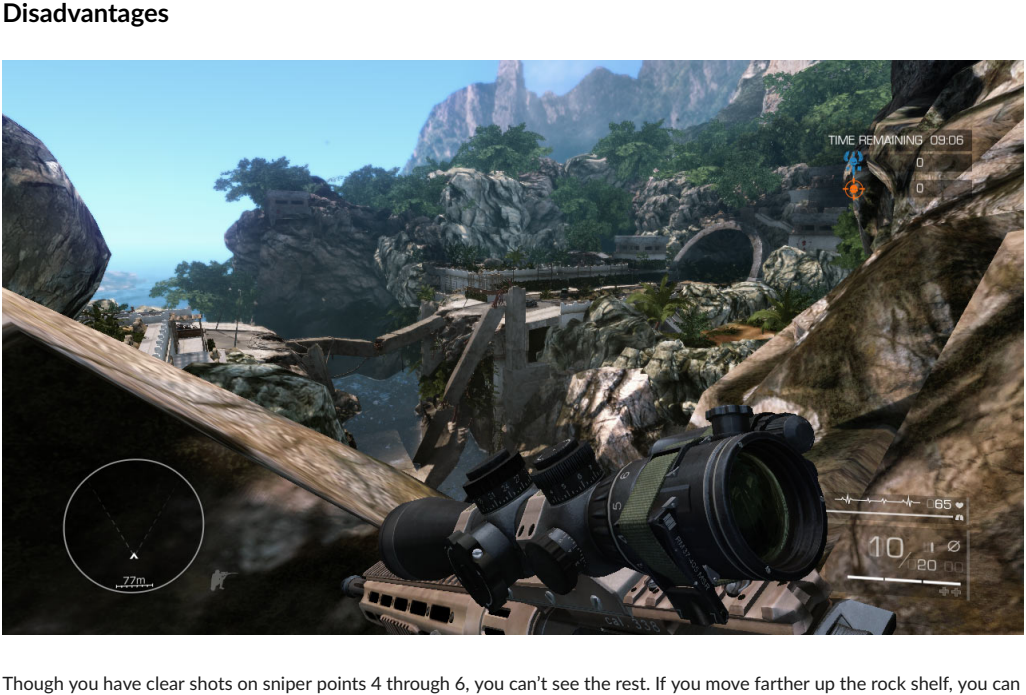
Advantages



You have surprise on your side. Unless you face an experienced enemy, your foes won't be searching for you here; they'll have their sights set on the bunkers and towers.

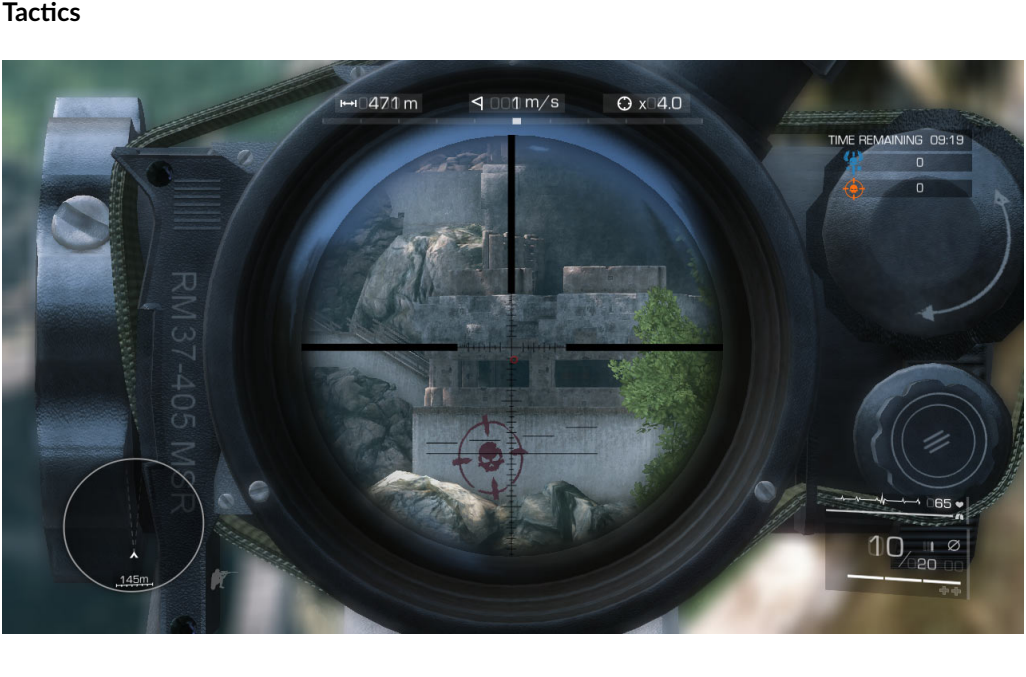
You also have major cover and can only be hit from a few spots in the enemy encampment.

Disadvantages



Though you have clear shots on sniper points 4 through 6, you can't see the rest. If you move farther up the rock shelf, you can hit almost anything, but you're also exposed to anyone who knows to look for you up on the rocks.

Tactics



If you want the element of surprise, race up to this sniper point as if you were heading to the mountain tower. When you reach the break in the tunnel, steer off to the left and wedge yourself into the rocks that overlook the middle of the enemy resort.

Depending on how many enemies you face, you may be busy honing in on sniper points 4 through 6, but it's important to clear them first because they can see you.

So long as you have other teammates covering the other enemy sniper points and the bridge, you should stay hidden and only pick off targets that come into view.

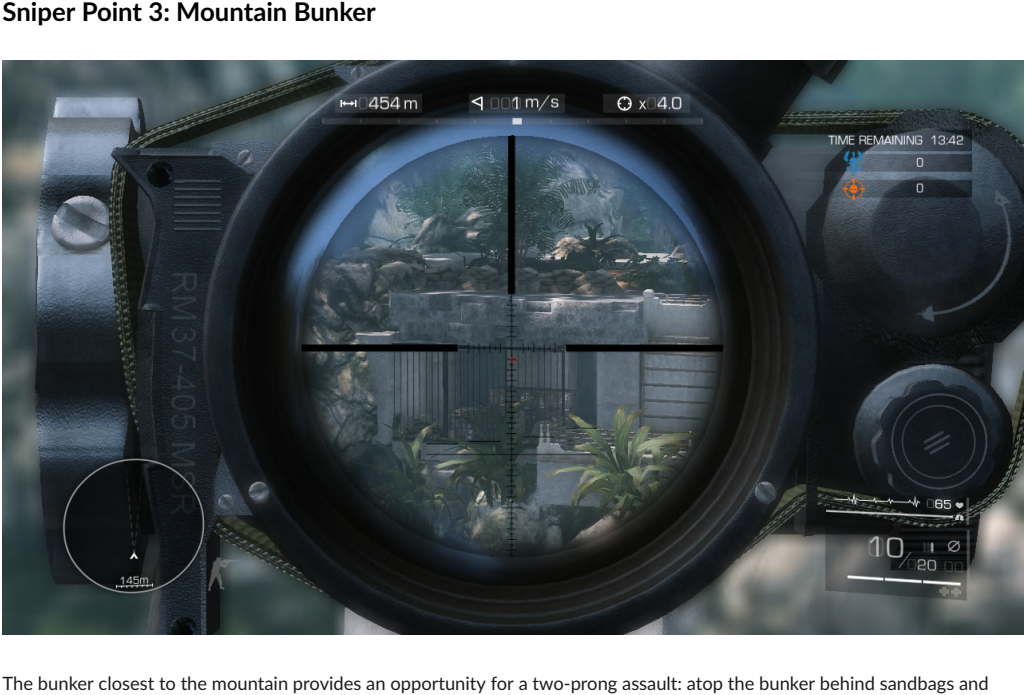
Scope on the enemy sniper points in clockwise order beginning with point 4 and continuing around in a circle; as soon as you spot movement, zoom and fire.

If your team needs assistance on another part of the map, slide up to the gap in the rocks. Now you're exposed; execute your task quickly and move back into cover.

Once exposed, you can clearly strike out at the bridge and open road (sniper point 8), the bunker across from you (sniper point 3) or the opposing enemy mountain (points 1 and 2).

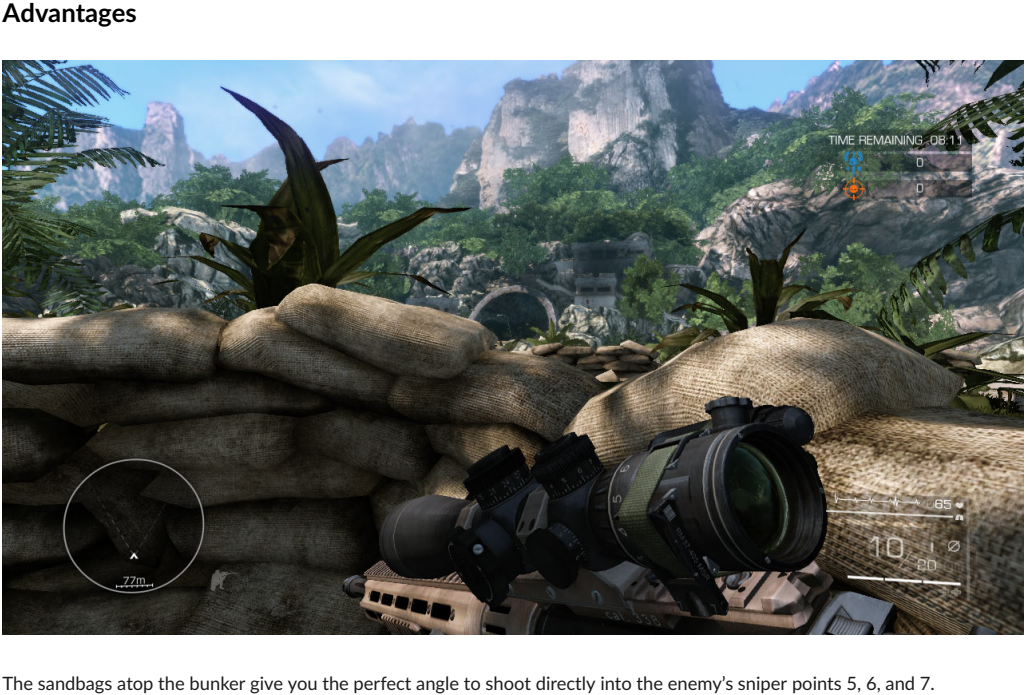
Like at the mountain tower, from where you are you can't see sniper point 8 and will need assistance if trouble erupts there.

Sniper Point 3: Mountain Bunker



The bunker closest to the mountain provides an opportunity for a two-prong assault: atop the bunker behind sandbags and inside the bunker through the bars along the open front face. The underground tunnel runs into the bunker and can be used to cross unseen to the opposite side of the resort.

Advantages



The sandbags atop the bunker give you the perfect angle to shoot directly into the enemy's sniper points 5, 6, and 7.

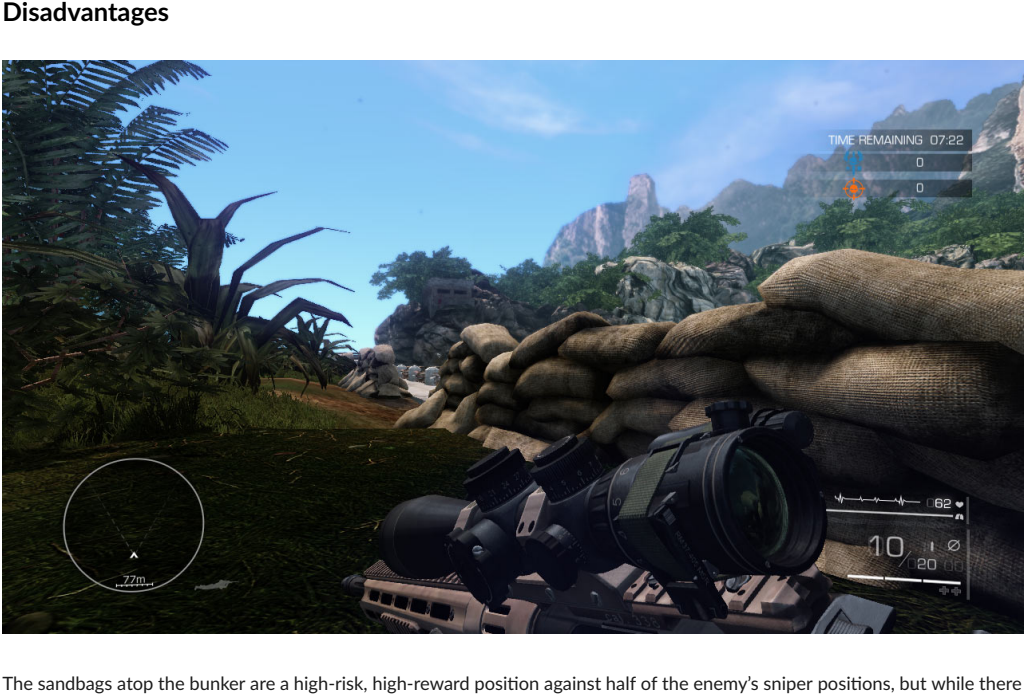
The rear sandbag semi-circle leaves you more exposed because you have to crouch to see your targets, but it's the better spot for firing on sniper point 5 above the tunnel (and you can't really see sniper point 7 well).

The front sandbag semi-circle gives you more cover because you can go prone and shoot through the small gap in the bags; however, you can't see the left side of the enemy complex, including sniper point 5 (but you have a great shot on sniper point 7).

You can attack enemy snipers located in points 5 through 7 from inside the bunker, and you have a certain element of surprise if you sneak into the bunker undetected.

You can also use the underground tunnel from here, or make a quick rush outside to the ammo pile on the road in an emergency.

Disadvantages



The sandbags atop the bunker are a high-risk, high-reward position against half of the enemy's sniper positions, but while there you are completely exposed to the mountain tower and mountain ridge (sniper points 1 and 2).

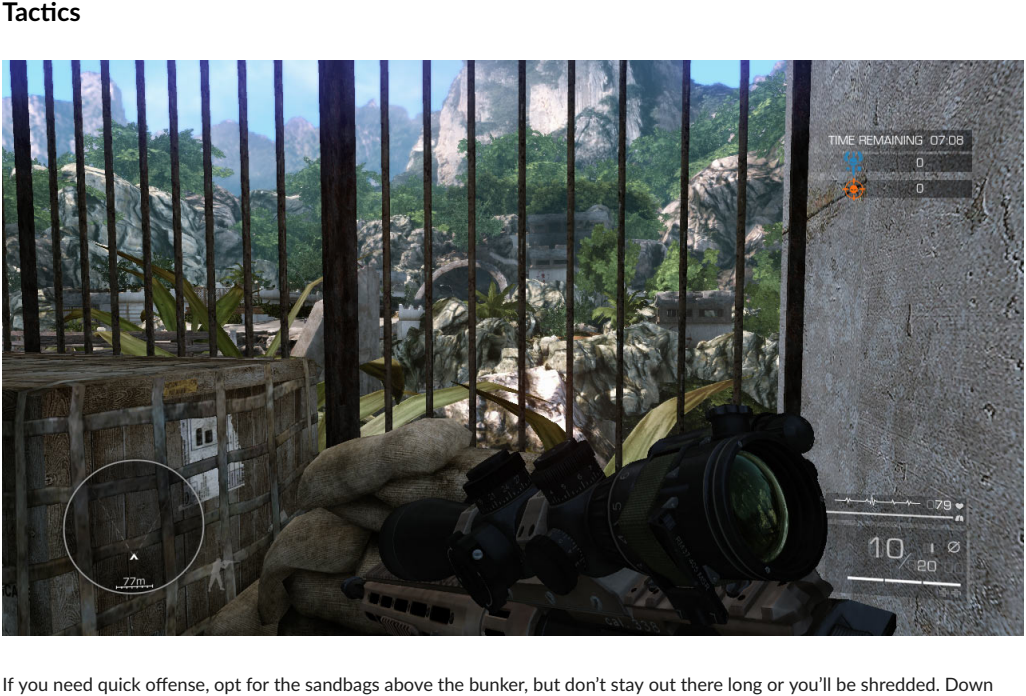
If you turn to your left to defend against them, you can't deal with the rest of the resort and you still have very little cover against the higher elevation positions.

Inside the bunker isn't the best position to cap enemies. Though you have decent shots on stationary targets located in sniper positions 5 though 7, the bars make tracking moving enemies problematic.

You don't want to have the perfect shot interrupted by a sudden steel bar in your face. You can't see much of the left side of the enemy complex either, and can't see the bridge unless you move out more into the open.

Unfortunately, due to proximity, you're likely to be the first casualty of an enemy charging over the bridge, pistol in hand.

Tactics



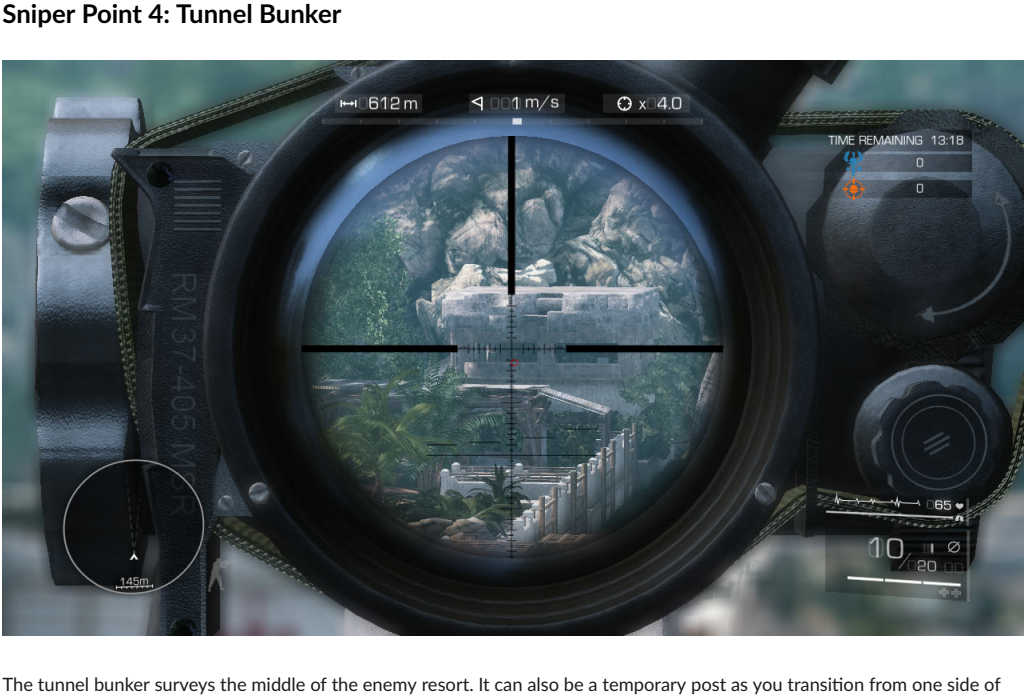
If you need quick offense, opt for the sandbags above the bunker, but don't stay out there long or you'll be shredded. Down below, you can hide in the corner and peek out of the bars, but there are better hiding spots on the resort's perimeter if you're looking to stay concealed.

You can make a break for the bridge from the bunker. If you think the enemy is preoccupied elsewhere or if you have enough cover fire from teammates, sprint out of the front of the bunker and rush up toward the fallen concrete pillar that serves as the bridge between the two sides.

Switch to your pistol (to gain more speed) and use the smaller weapon in close quarters to take out hostiles in enemy territory.

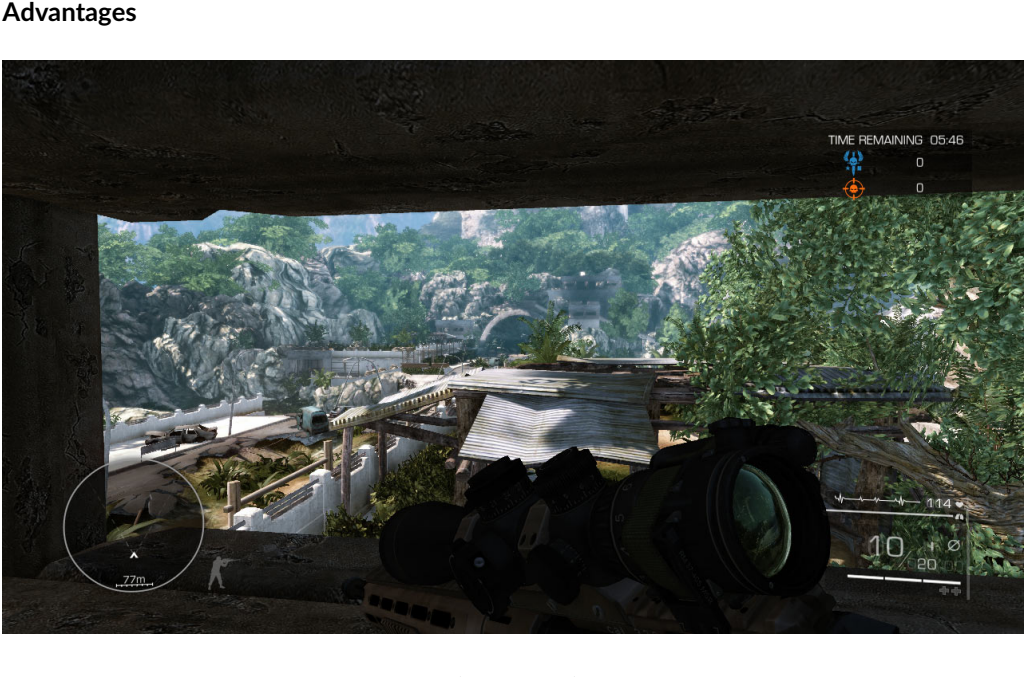
Your first target should probably be the enemy in the opposing mountain bunker so that you can get lost in the enemy underground tunnels and surprise more enemies.

Sniper Point 4: Tunnel Bunker



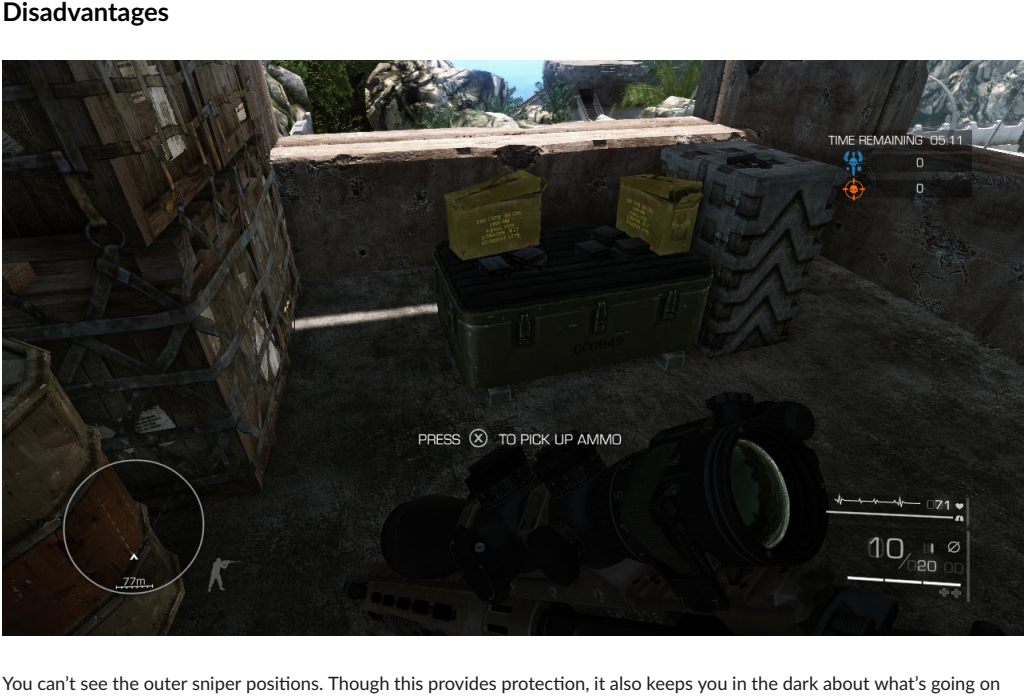
The tunnel bunker surveys the middle of the enemy resort. It can also be a temporary post as you transition from one side of the complex to the other.

Advantages



You can line up great shots against the mountain bunker (sniper point 3), both atop at the sandbags and through the bars from inside the bunker. You also have straight shots into sniper positions 4 through 6. A convenient ammo box rests inside the bunker for your plundering pleasure.

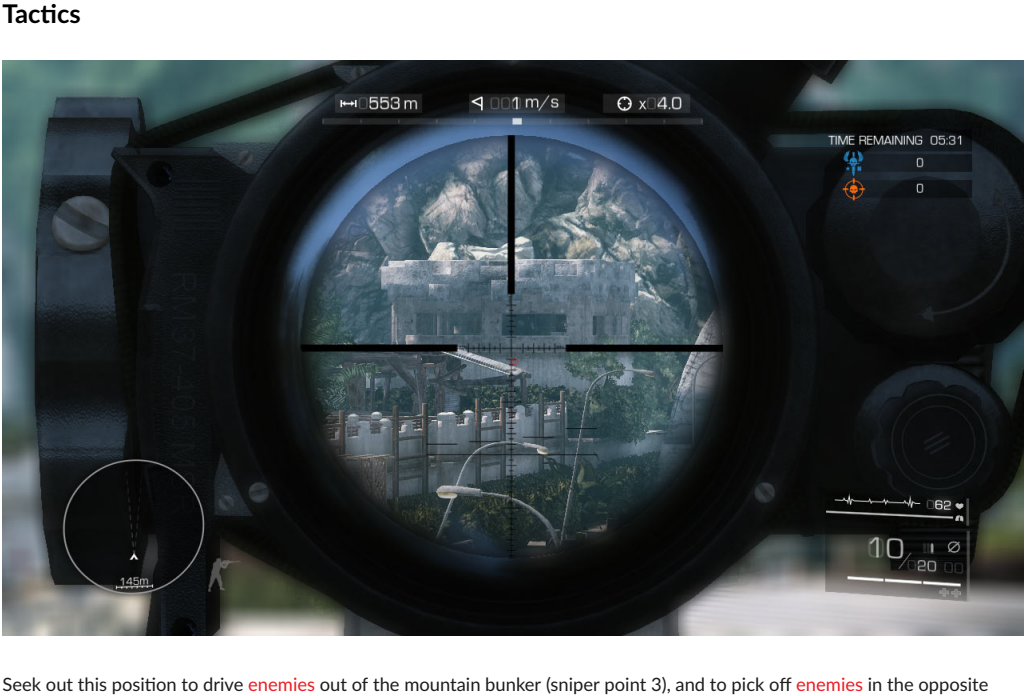
Disadvantages



You can't see the outer sniper positions. Though this provides protection, it also keeps you in the dark about what's going on there.

Ironically, the resort building directly below you prevents you from getting a good look at the enemy's broken road or the bridge (sniper point 8). If the enemy manages to cross, though, you can snipe enemies on your side of the road.

Tactics



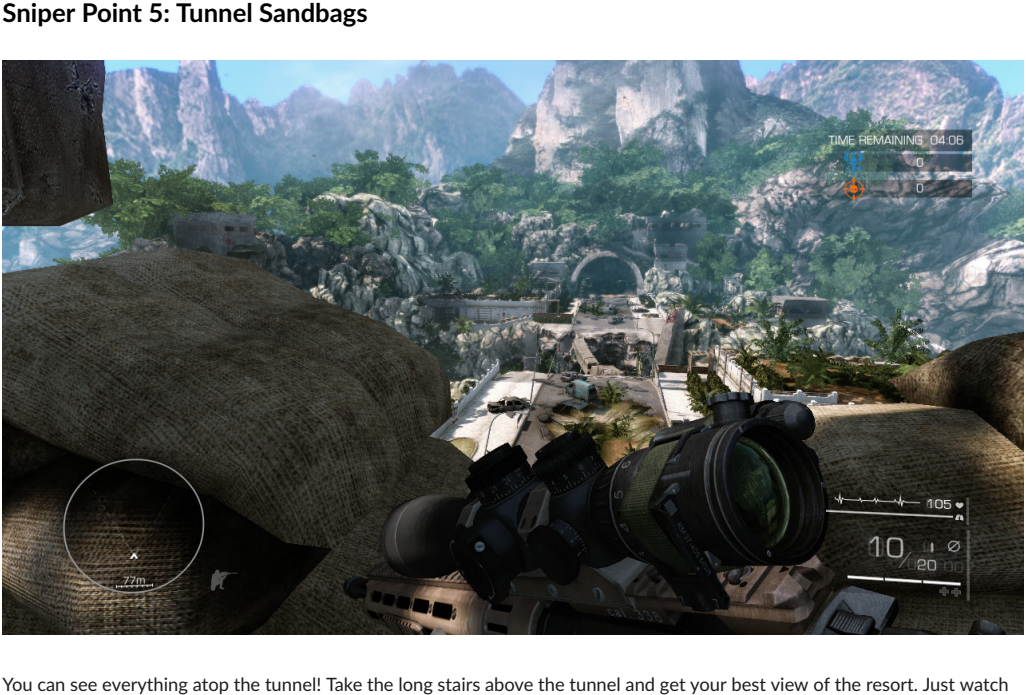
Seek out this position to drive enemies out of the mountain bunker (sniper point 3), and to pick off enemies in the opposite tunnel bunker (sniper point 4) or tunnel sandbags (sniper point 5).

You can also scope directly into the towers (sniper point 6), which is great news if you can spot the enemy first and not so great news if they spot you first.

The resort building directly in front of you is a serious problem if you need to fire on enemies attempting to cross the bridge or who have already penetrated your perimeter.

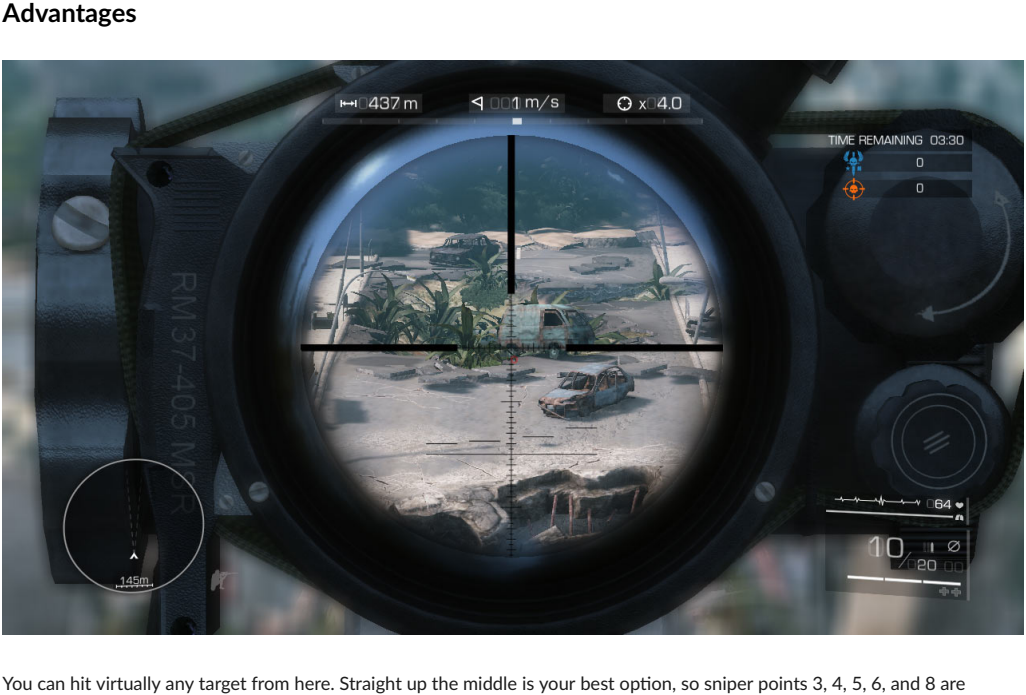
In the case of an overrun, it's best to vacate the bunker unless you're confident that you know the enemy position at all times.

Sniper Point 5: Tunnel Sandbags



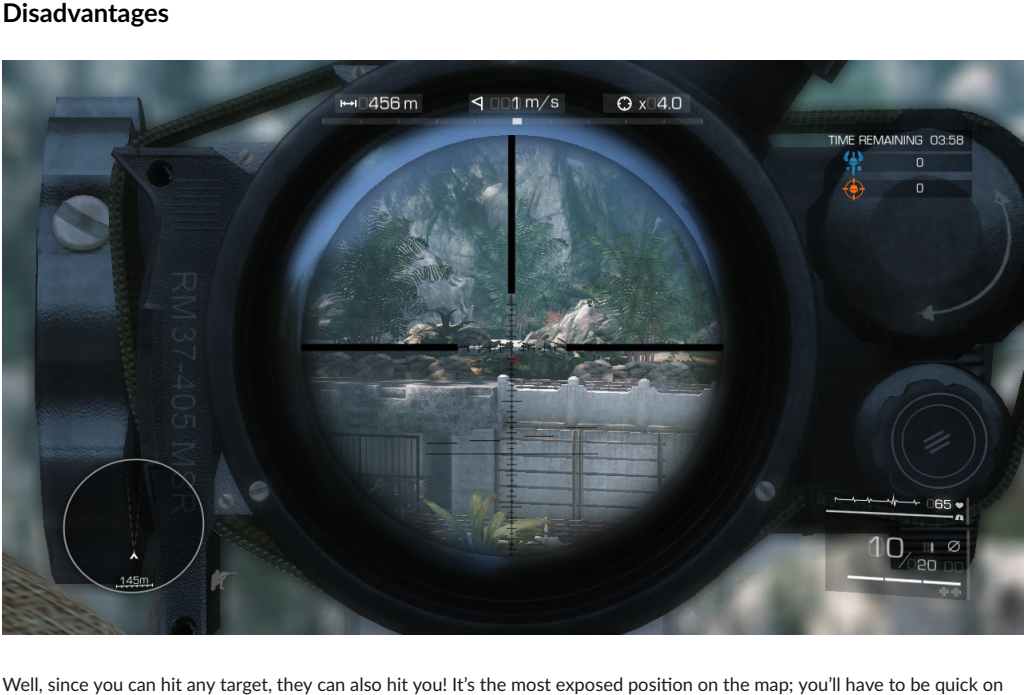
You can see everything atop the tunnel! Take the long stairs above the tunnel and get your best view of the resort. Just watch out for flying bullets—lots of them.

Advantages



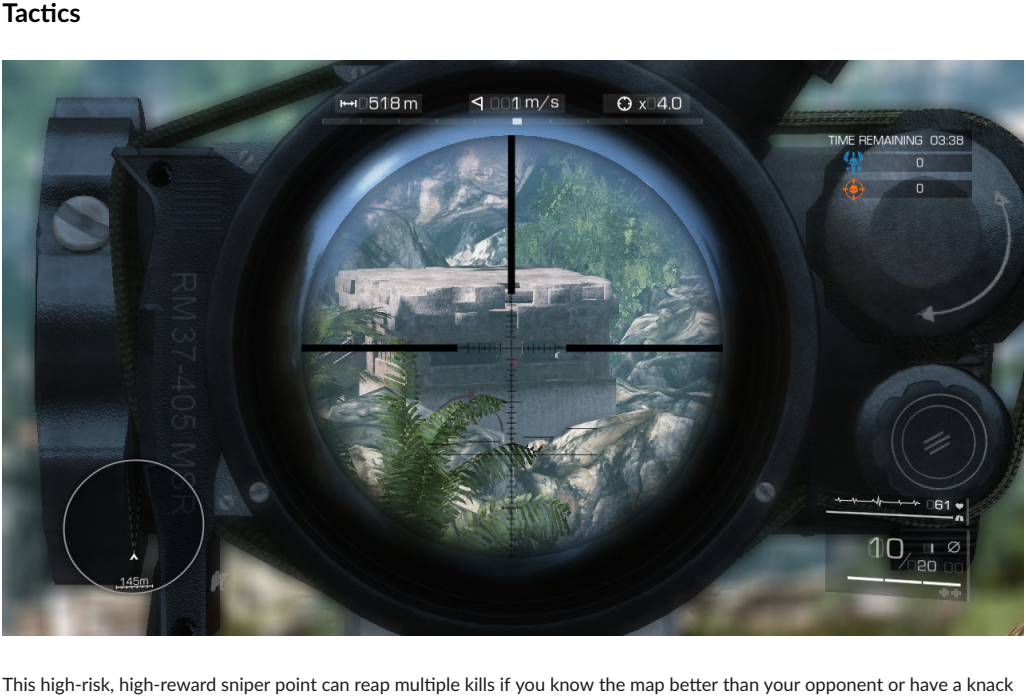
You can hit virtually any target from here. Straight up the middle is your best option, so sniper points 3, 4, 5, 6, and 8 are golden for you. If you go prone, you can avoid almost any return fire.

Disadvantages



Well, since you can hit any target, they can also hit you! It's the most exposed position on the map; you'll have to be quick on the trigger to stay alive, and once multiple enemies know you're there, it's time to leave. Going prone will save you, but you'll be completely blind.

Tactics



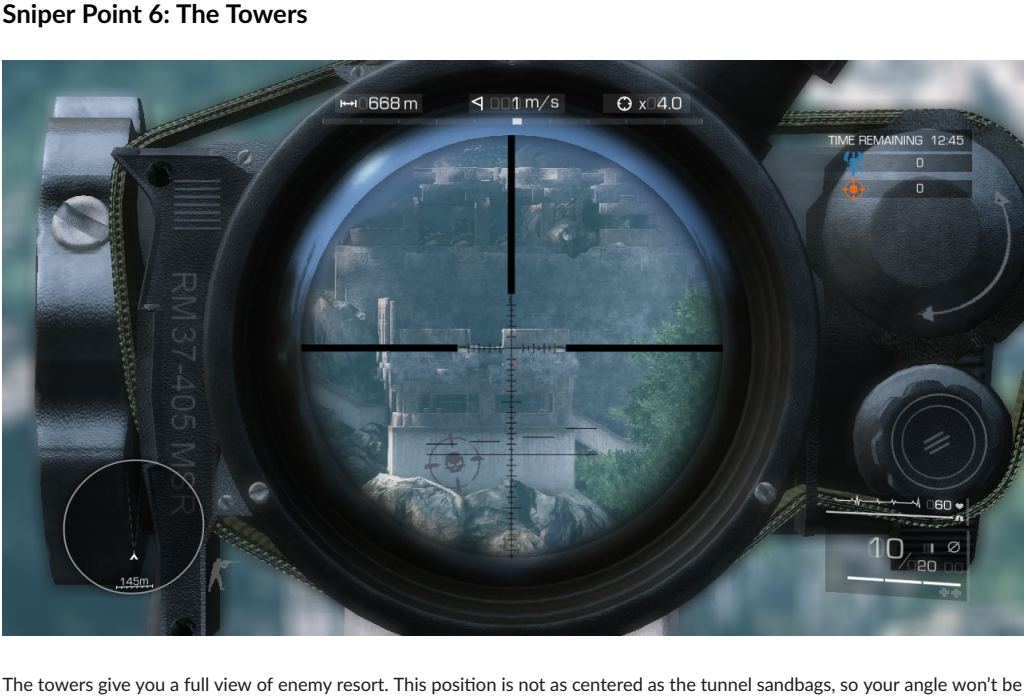
This high-risk, high-reward sniper point can reap multiple kills if you know the map better than your opponent or have a knack for spotting the glint off sniper rifles faster than your opponents. You can lay into any tower or bunker and have some decent cover from the sandbags.

With additional suppressing fire from other teammates around the resort, this can be a command position that's hard to turn down.

However, a wise enemy team will know this and constantly track for motion in the area. Once you start unloading from the sandbags, you'll attract attention from the enemy and may not know where the next bullet is coming from.

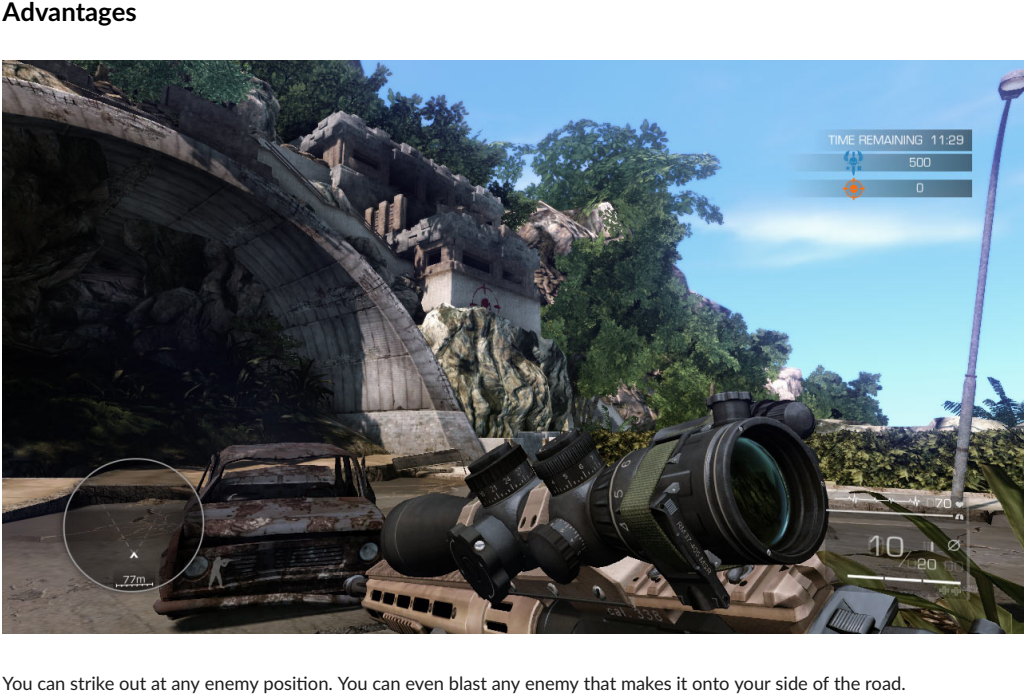
It's impossible to cover all angles against large groups; when things get hot, sprint out of there and return once things cool down.

Sniper Point 6: The Towers



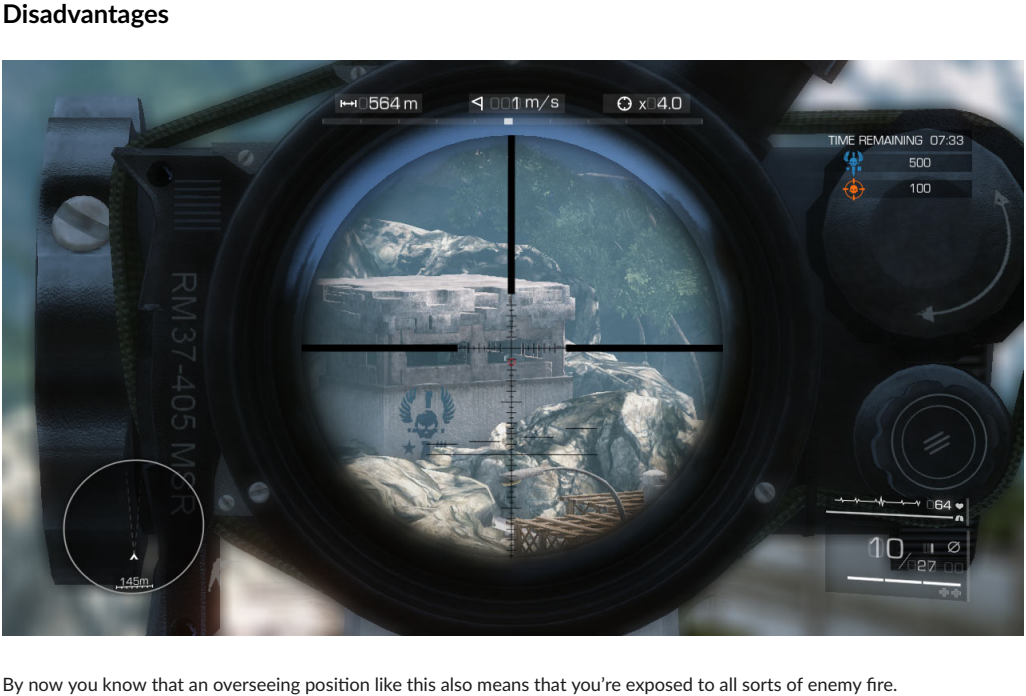
The towers give you a full view of enemy resort. This position is not as centered as the tunnel sandbags, so your angle won't be as good as from the sandbags, but it's still a superior position—if you can hold it.

Advantages



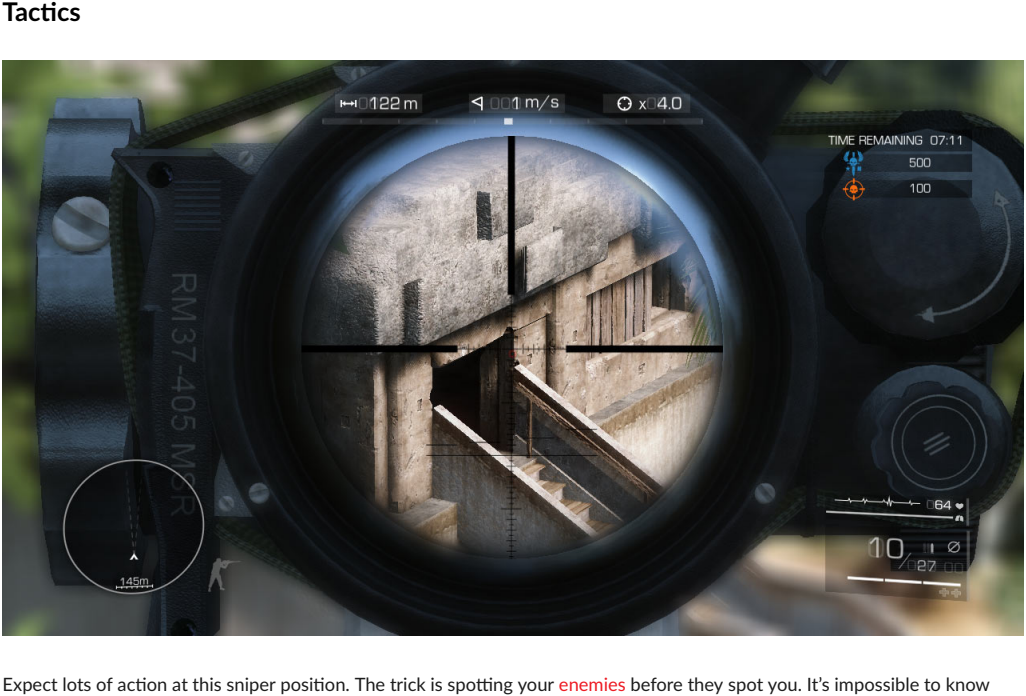
You can strike out at any enemy position. You can even blast any enemy that makes it onto your side of the road.

Disadvantages



By now you know that an overseeing position like this also means that you're exposed to all sorts of enemy fire.

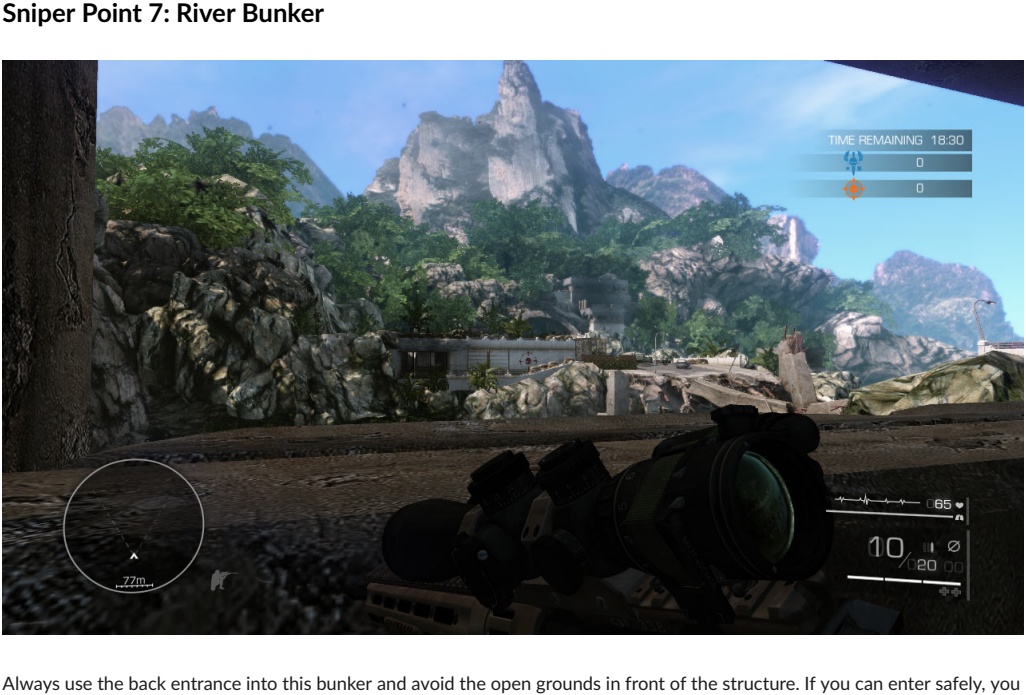
Tactics



Expect lots of action at this sniper position. The trick is spotting your enemies before they spot you. It's impossible to know which direction the attacks will come from, so be on your toes for anything.

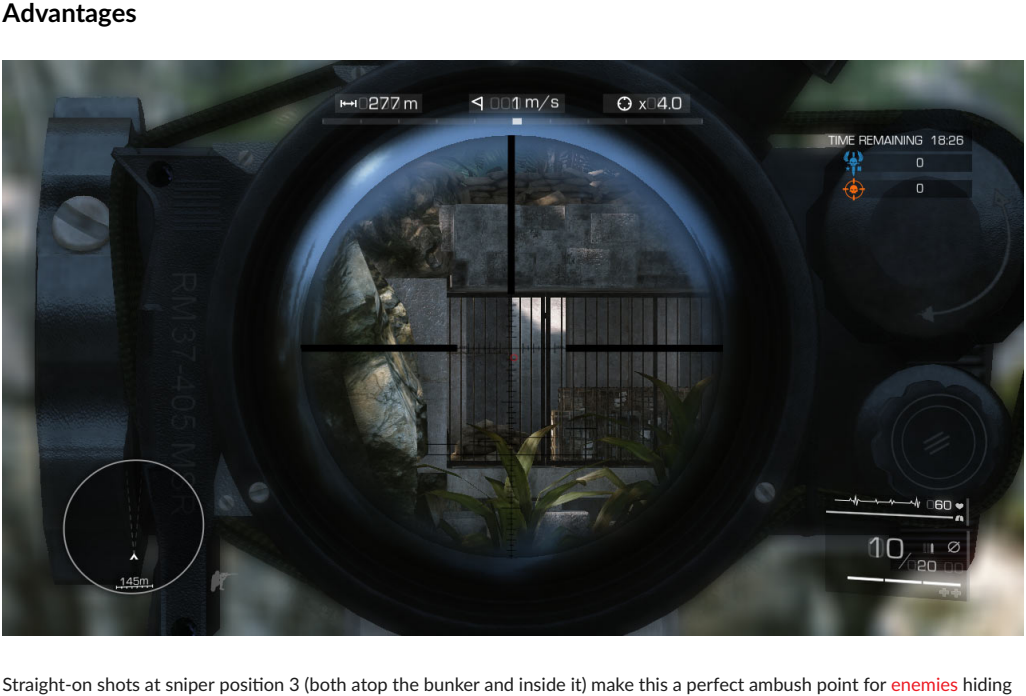
It's best to hide first, scope out the enemy positions, then take to the window only once you know exactly where to shoot.

Sniper Point 7: River Bunker



Always use the back entrance into this bunker and avoid the open grounds in front of the structure. If you can enter safely, you can surprise enemies from this outer sniper point.

Advantages

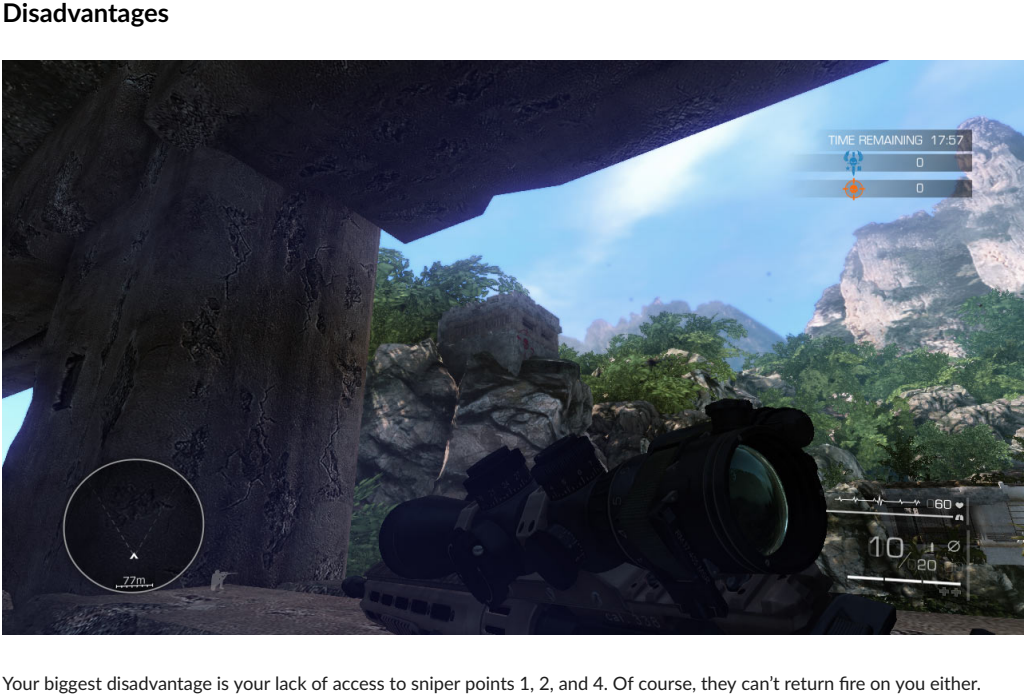


Straight-on shots at sniper position 3 (both atop the bunker and inside it) make this a perfect ambush point for enemies hiding out there.

You can also shoot across the resort at sniper points 5 and 6. You have an open shot at anyone approaching the bridge, but obstructions make it difficult to track enemies on the broken road or even in the opposing river bunker.

An ammo drop inside the bunker can restock you.

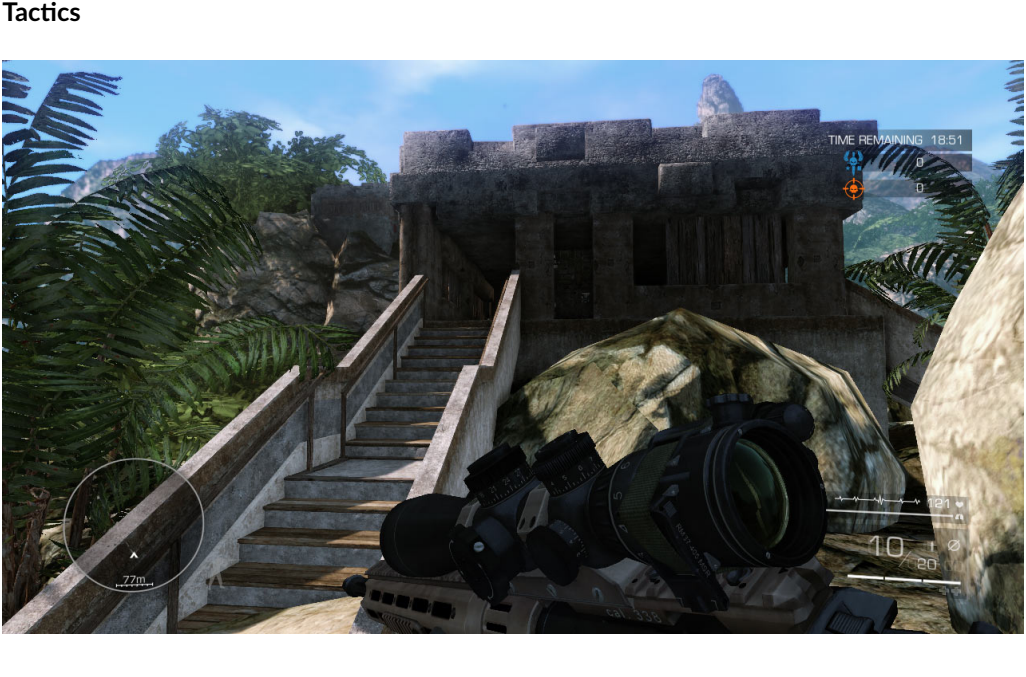
Disadvantages



Your biggest disadvantage is your lack of access to sniper points 1, 2, and 4. Of course, they can't return fire on you either.

You can rely on the underground tunnels to get you close to the bunker; however, you'll have to cross some open ground to reach it, which means enemies may spot you entering (you lose surprise) or pick you off (you're dead and must respawn in a random location).

Tactics



Basically, work your way to the right. You don't have to worry about sniper points 1, 2, and 4. Begin with sniper point 3 and clear the inner bunker and sandbags atop the bunker. Once you don't have an immediate threat from your closest sniper points, shift your focus to sniper points 5 and 6.

If you need cover, drop prone or put your shoulder to the corner with your profile away from the windows.

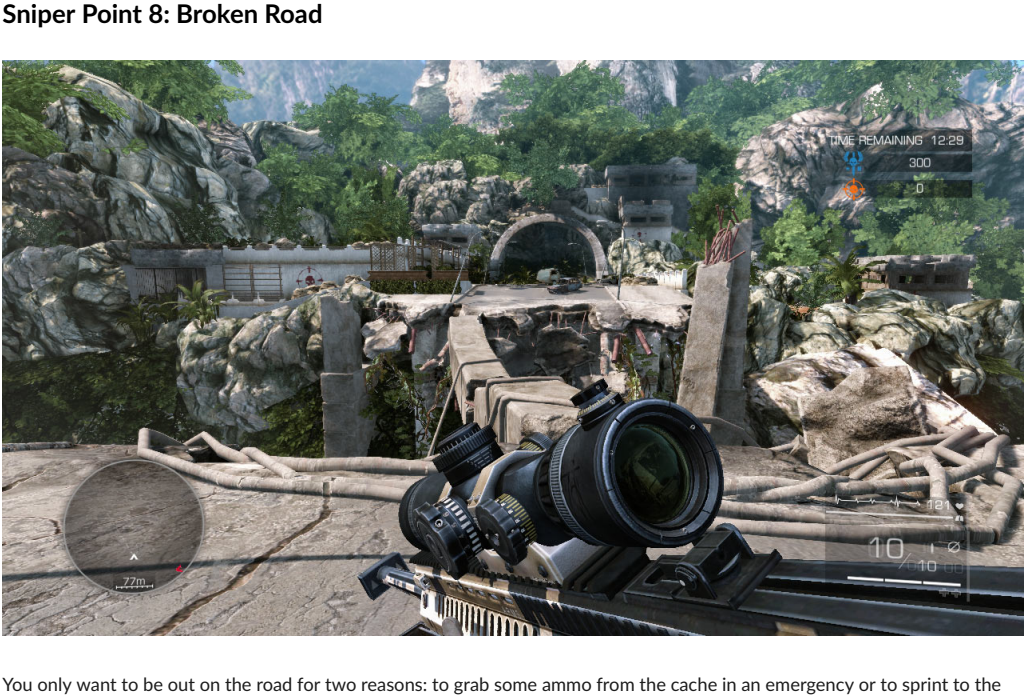
There's a small chance that an enemy sniper in the opposing river bunker can clip you, but only with a really good shot; it's worth checking once in a while, but concentrate your attention more on the other hot spots.

You can hold down the road and bridge well from this sniper point. With support from your teammates, you should be able to hold the bunker and keep an eye on the road. Splatter any enemies out in the open or approaching the bridge.

Since you're on the outskirts and don't want to risk too much movement, if enemies spot you in the bunker and you can't get a bead on them, try tricking them. Drop prone and wait a minute or two.

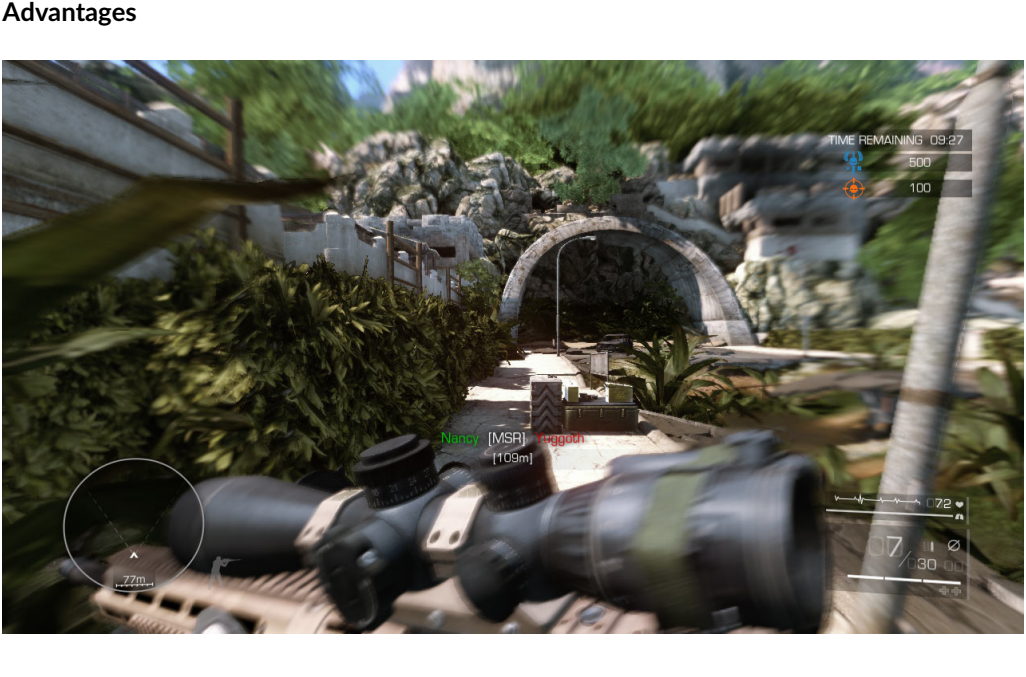
They are likely to think someone killed you or you moved to a different location. Pop back up and have at 'em.

Sniper Point 8: Broken Road



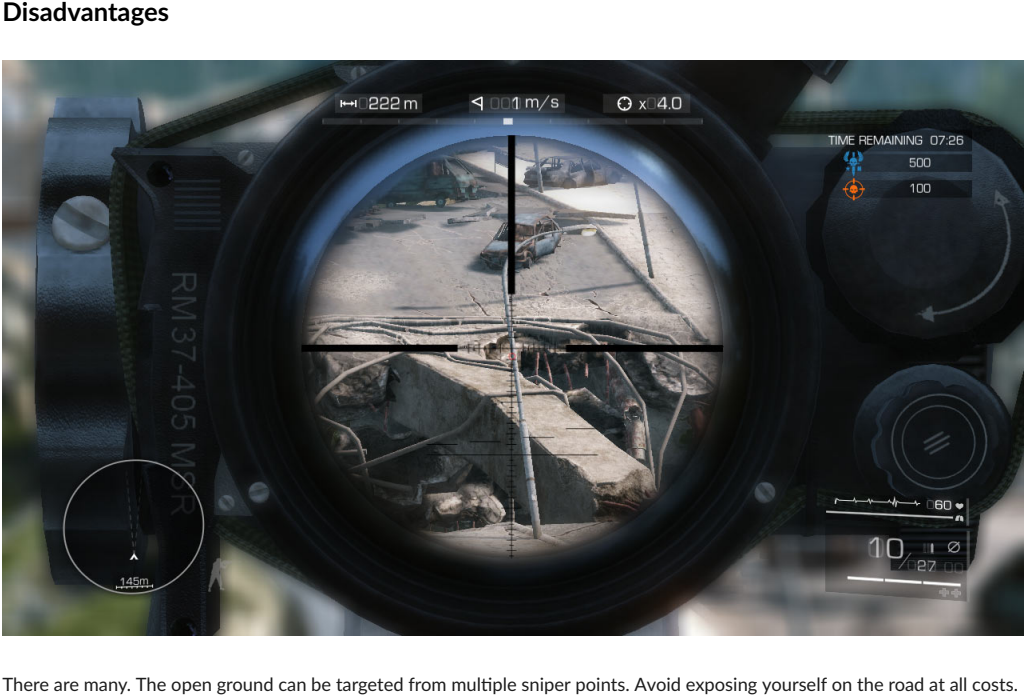
You only want to be out on the road for two reasons: to grab some ammo from the cache in an emergency or to sprint to the bridge. All other travel should use the underground tunnels to avoid enemy fire.

Advantages



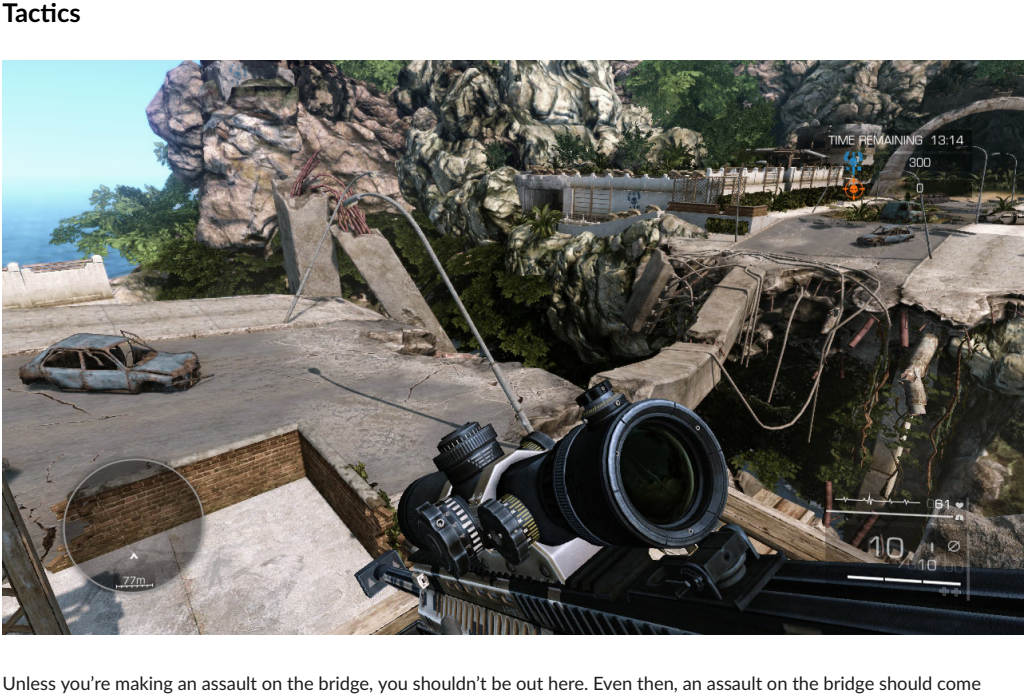
Not many. If you have to fight here, seek what little cover there is. You can hide in the bushes along the side, behind cars on the street, or lie prone against the brick wall by sniper point 3.

Disadvantages



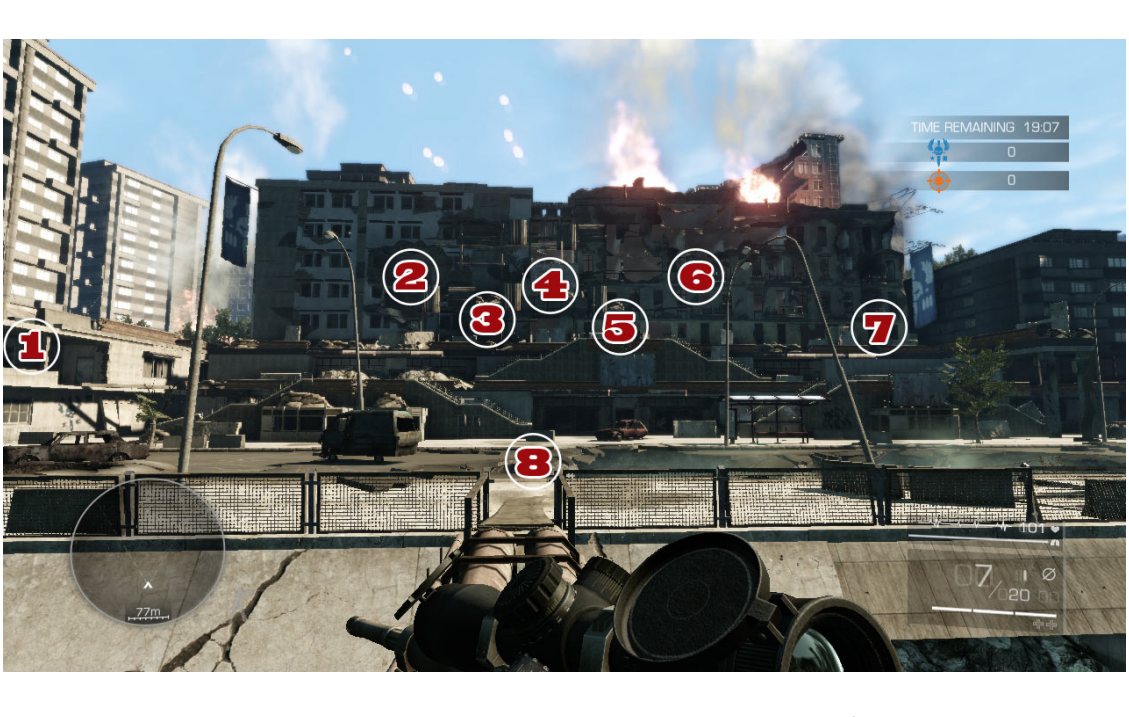
There are many. The open ground can be targeted from multiple sniper points. Avoid exposing yourself on the road at all costs.

Tactics



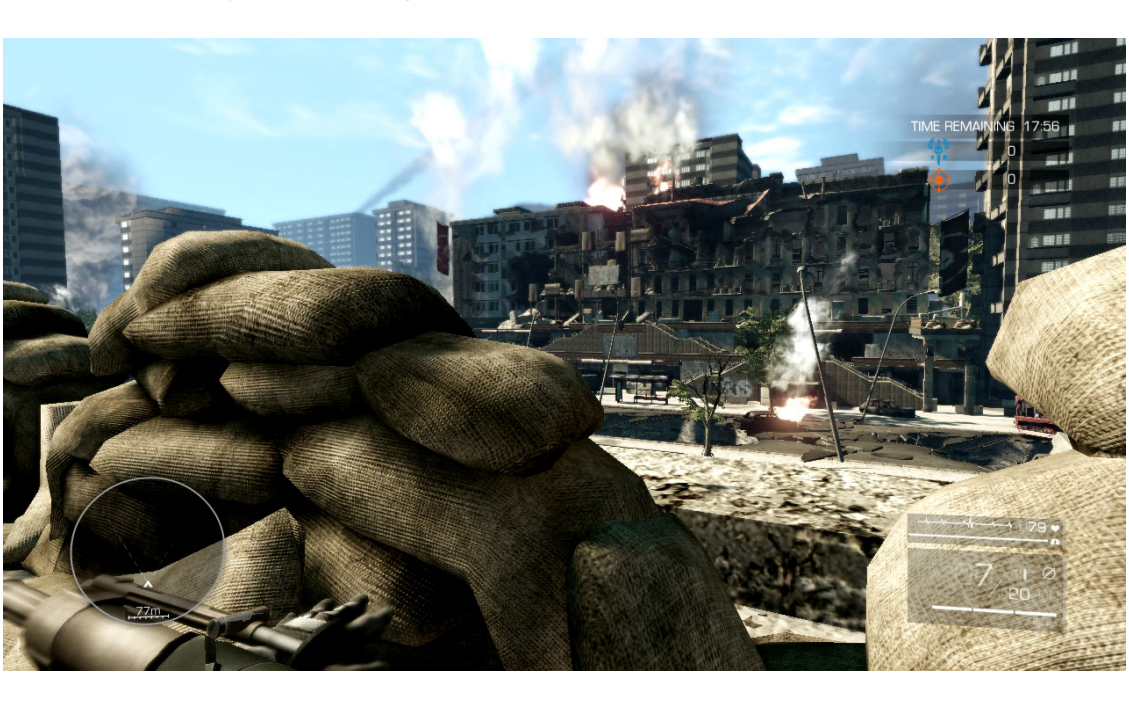
Unless you're making an assault on the bridge, you shouldn't be out here. Even then, an assault on the bridge should come from the mountain bunker (sniper point 3). Take the tunnels to be safe.

Multiplayer - Sarajevo Downtown



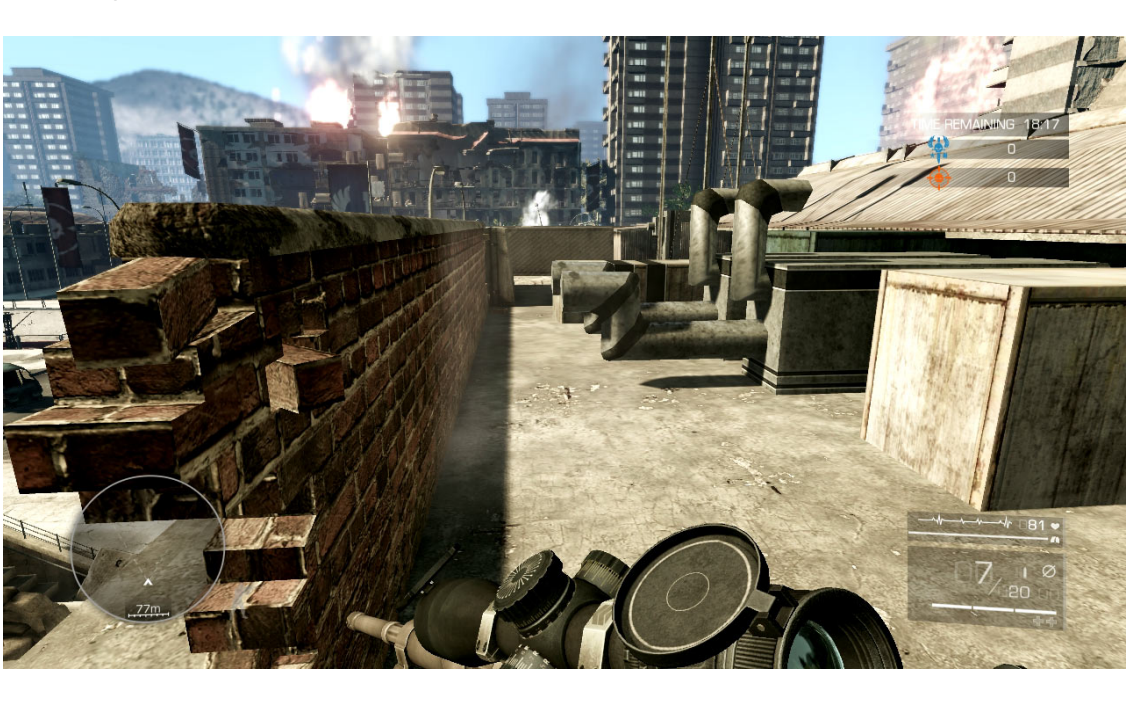
A large, destroyed building is your home—and also the headquarters of your enemy. Though you'll find the majority of foes somewhere in the building on the opposing, mirrored side, tracking movement amid the ruins is challenging at best.

Sniper Point 1: Adjacent Building



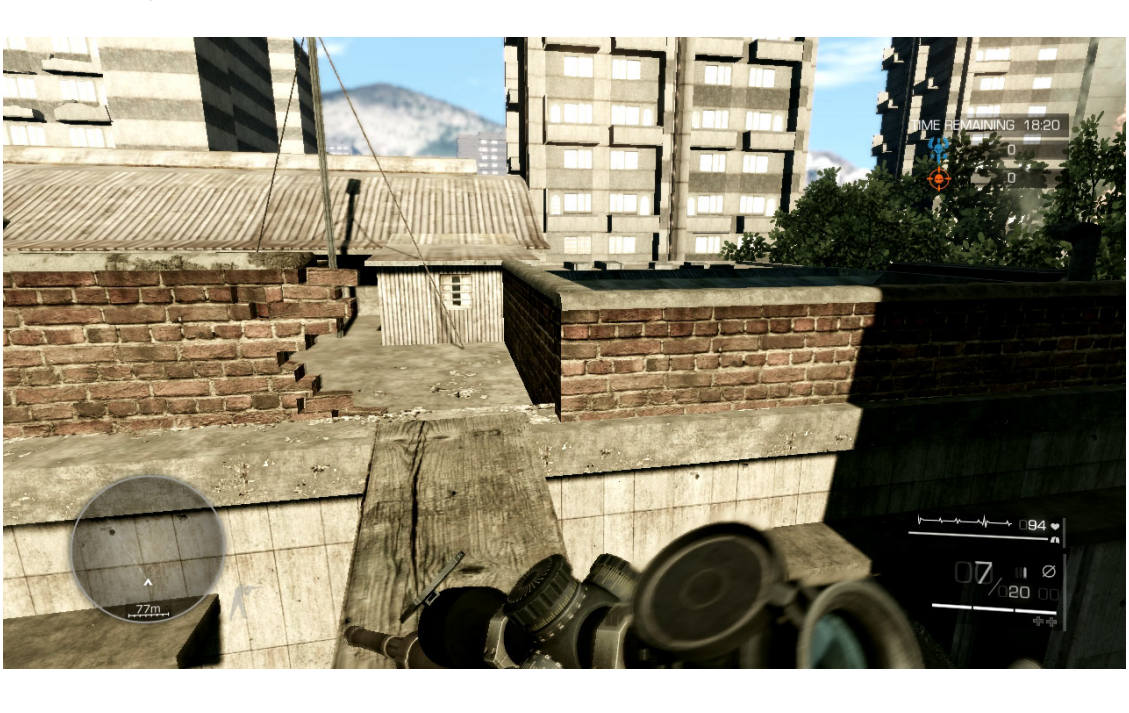
One of the few places to seek cover outside the main building, the rooftop on this adjacent building can be a surprising, if somewhat exposed, point of attack. Run to your far right (facing the enemy) and across the wooden plank to reach the balcony's low walls and concrete dividers to hide behind them.

Advantages



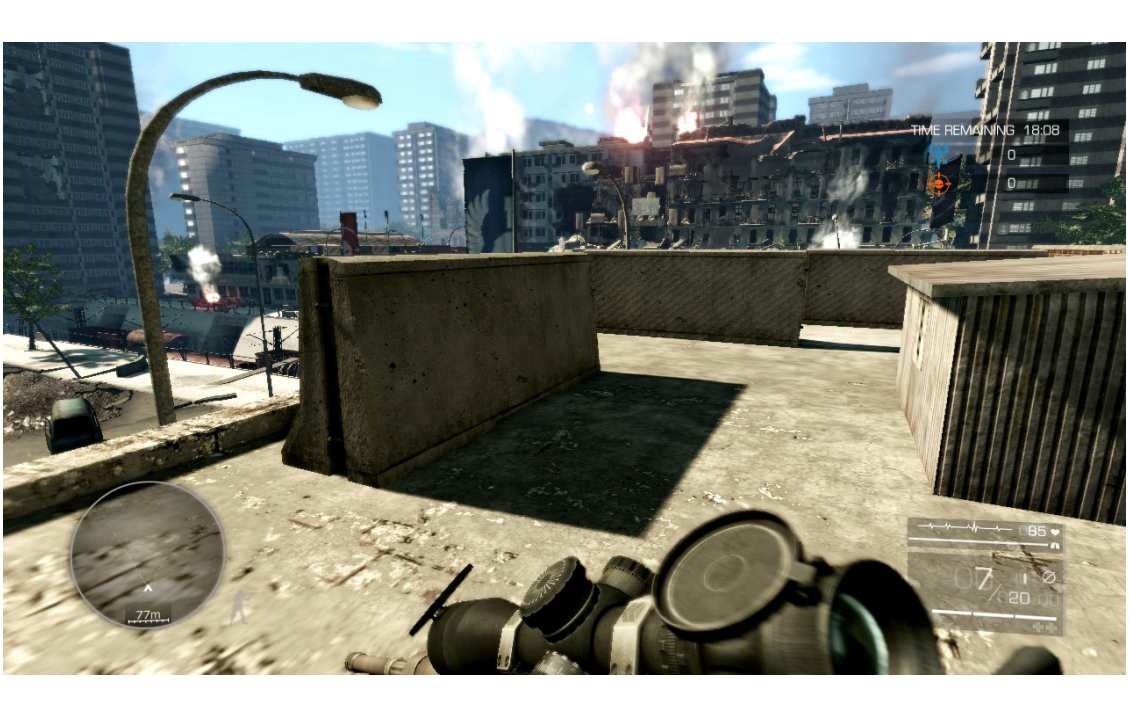
The element of surprise can be huge; while everyone is looking at the main buildings, you can sometimes move around unseen off to the side. Unlike many of the tight hiding spots in the main building, you have a lot of room to maneuver on the adjacent building. The sandbags up front give you a particularly good view of everything.

Disadvantages



You have to do a lot of moving to reach the adjacent building, and you're seriously at risk while you do so. Once you settle in, you can get off some attacks, but you'll still be exposed unless you change positions on the roof often. Because of your angle off to the side, it's difficult to shoot at enemies deep inside the main building, and you can't easily see your opposing sniper point 1.

Tactics

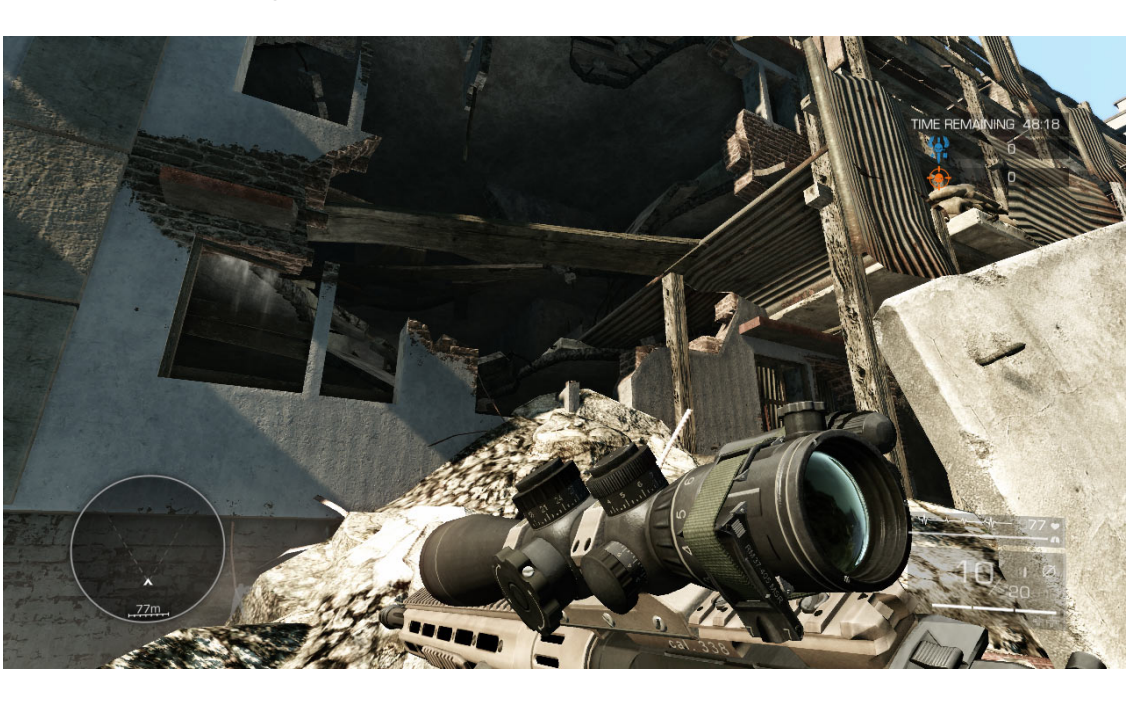


If you want this surprise position, sprint to the rooftop at the start while everyone is scrambling for initial sniping spots, or later take off if you're sure enemies are engaged elsewhere.

Once you reach the roof, crawl along from one cover spot to the next to set up new firing angles and to cause the enemy grief whenever you suddenly disappear and then reappear at new sniping spots.

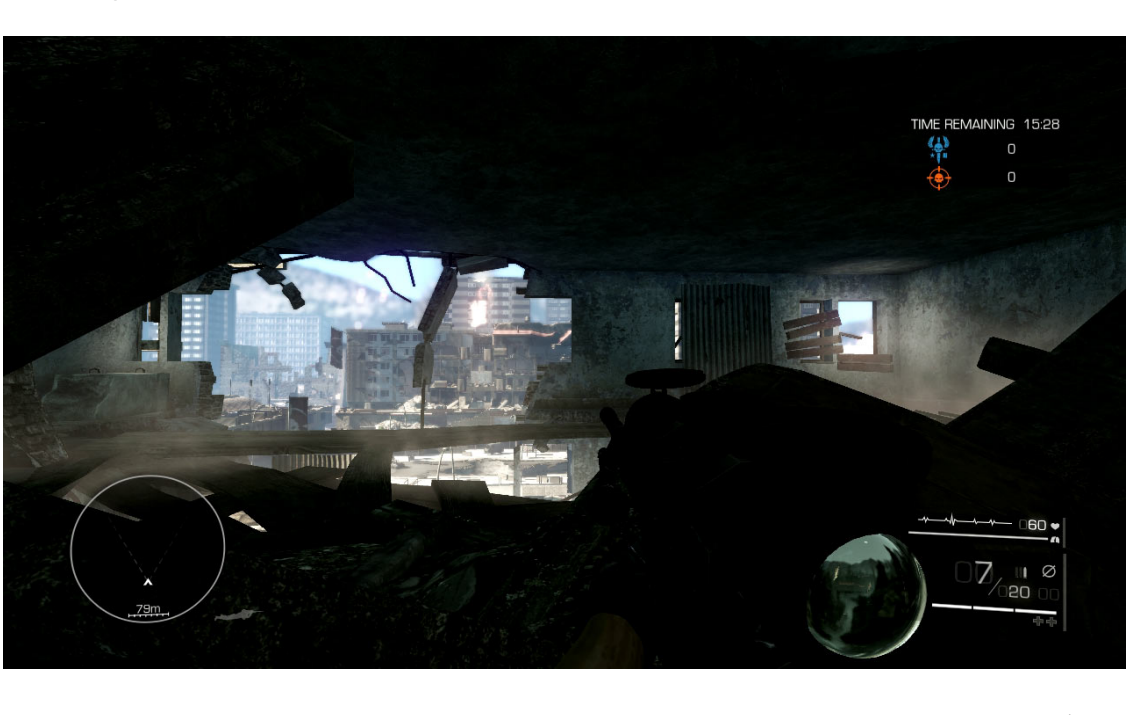
If you're under heavy fire, drop prone and wait it out. Ideally, a coordinated attack with your teammates will distract enemies and allow you to pick off unsuspecting tangos.

Sniper Point 2: Gaping Hole



Climb through the gaping hole in the building façade and take the stairs to the third floor. Navigate around the hole in the floor and move to the back of the room in the shadows. Drop prone and inch up until your field of vision encompasses most of the enemy building.

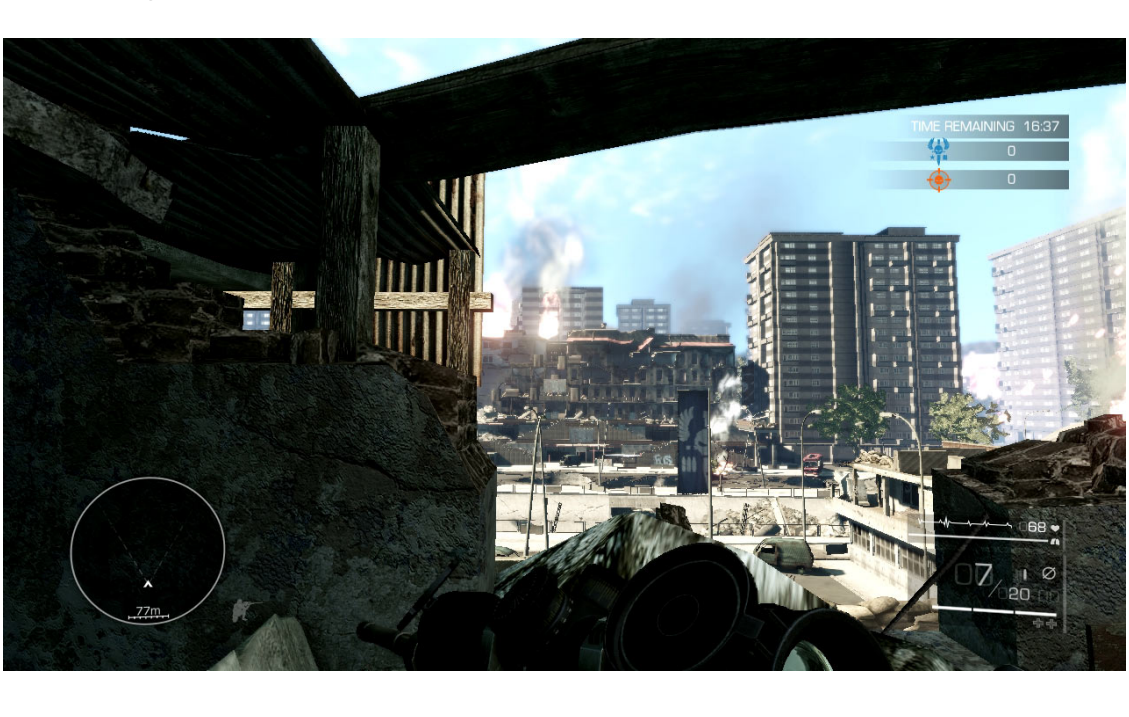
Advantages



This is one of the most defensive positions on the map. You can fire from deep within the building, and if you lie prone, it's difficult for enemies to spot you. Focus on sniper points 4 through 7; you have straight shots on all these.

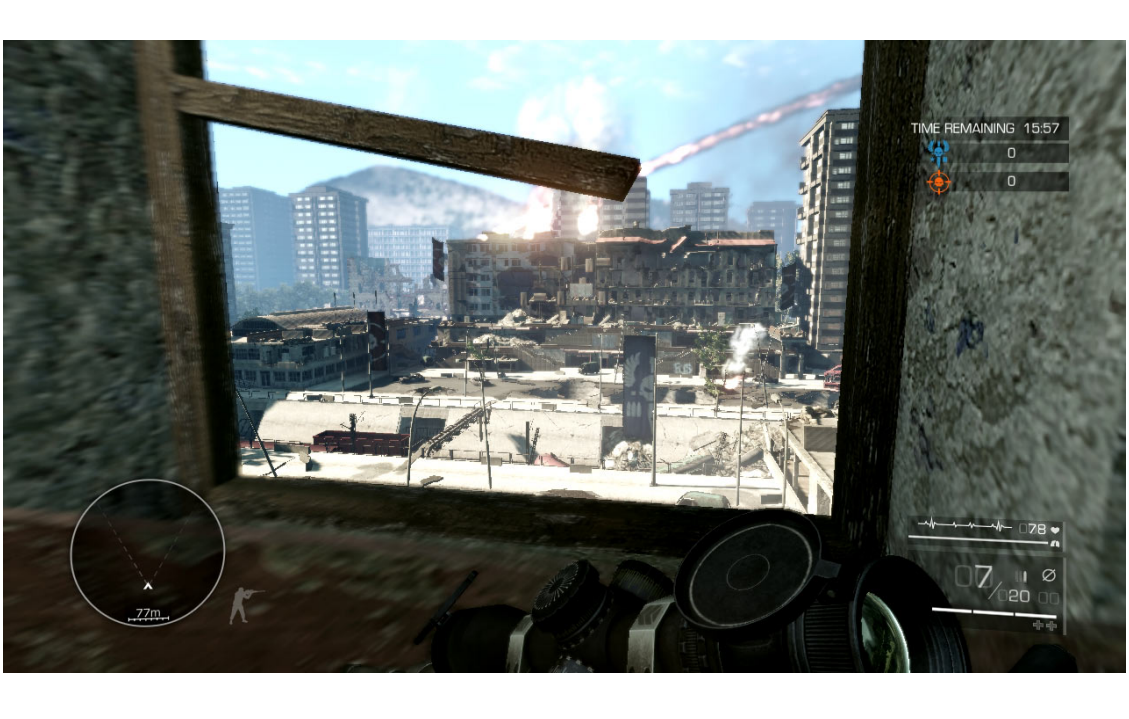
When an enemy sights on you, it's possible to quickly drop down through the room's hole and relocate. You can also line up shots from the window in the room's right corner or down below on the hole in the second floor.

Disadvantages



It takes a little longer to reach this third-floor perch than some other spots. While you position yourself behind the hole, you have to expose your back to the action—which is never a good thing. Because you're set back in the building, you can't see sniper points 1 and 8 at all.

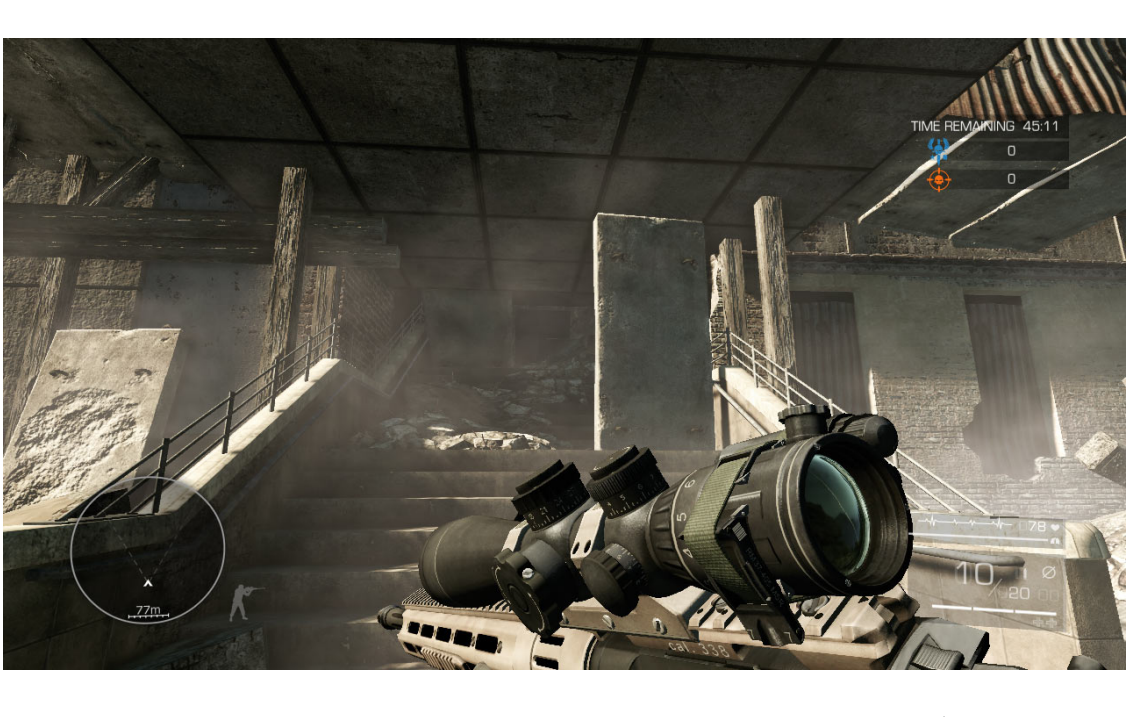
Tactics



Scramble into the building through the gaping hole and sprint up the stairs and to the third-floor sniping spot in the shadows. Immediately sight on the windows opposite your position and scan for movement; the enemies that can fire directly through the gaping hole need to die quickly to preserve your safety.

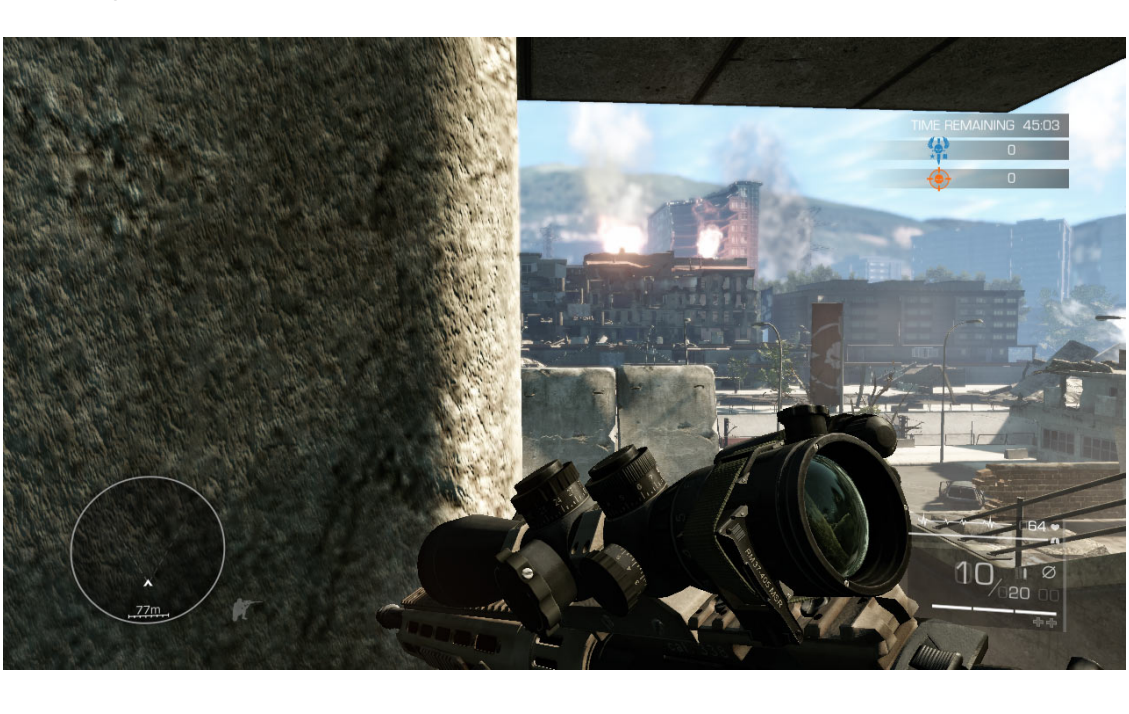
Once you're confident that enemies can't directly clip you, inch forward to improve your firing angle or rise to a crouch.

Sniper Point 3: Collapsed Stairs



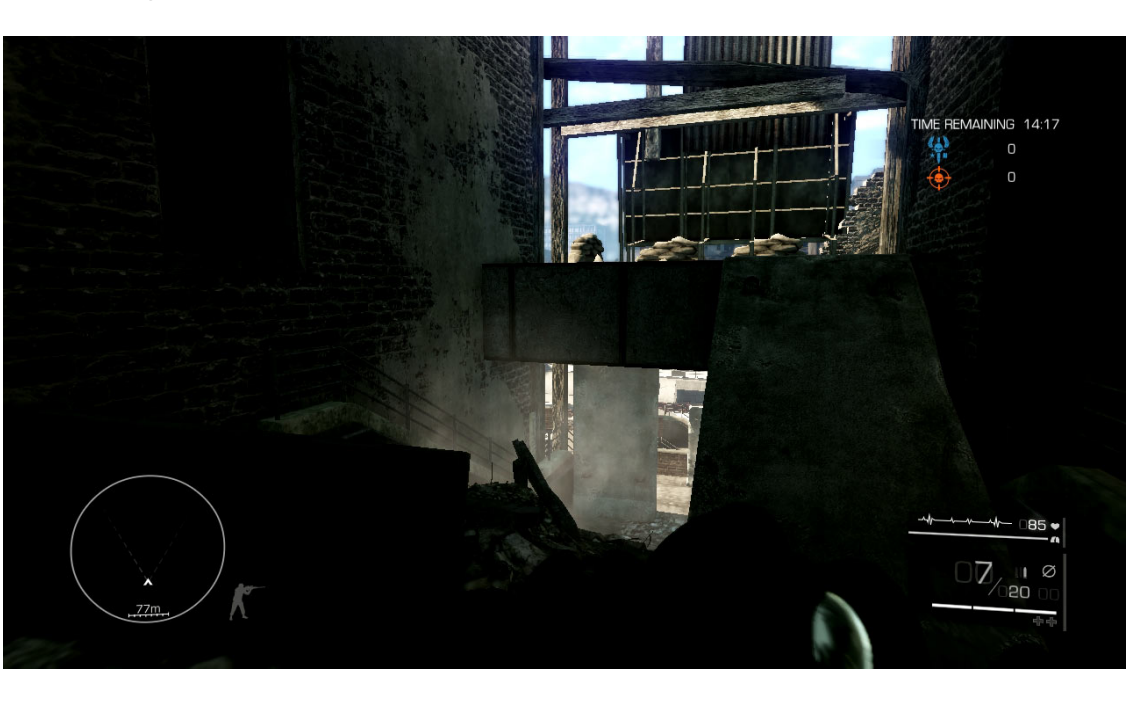
Jump up the rubble pile on the right side of the main staircase and then disappear into the darkness. There's an alcove in there from which to launch attacks, and you're shielded by a toppled concrete divide on your left side.

Advantages



If you're under fire from the left side of the enemy complex (sniper points 1 through 3), this is a fantastic spot to hunker down; the fallen concrete divide protects you from virtually all shots on that side. You have straight shots at sniper points 4 through 7 and can deliver some sneaky kills from within this secluded area.

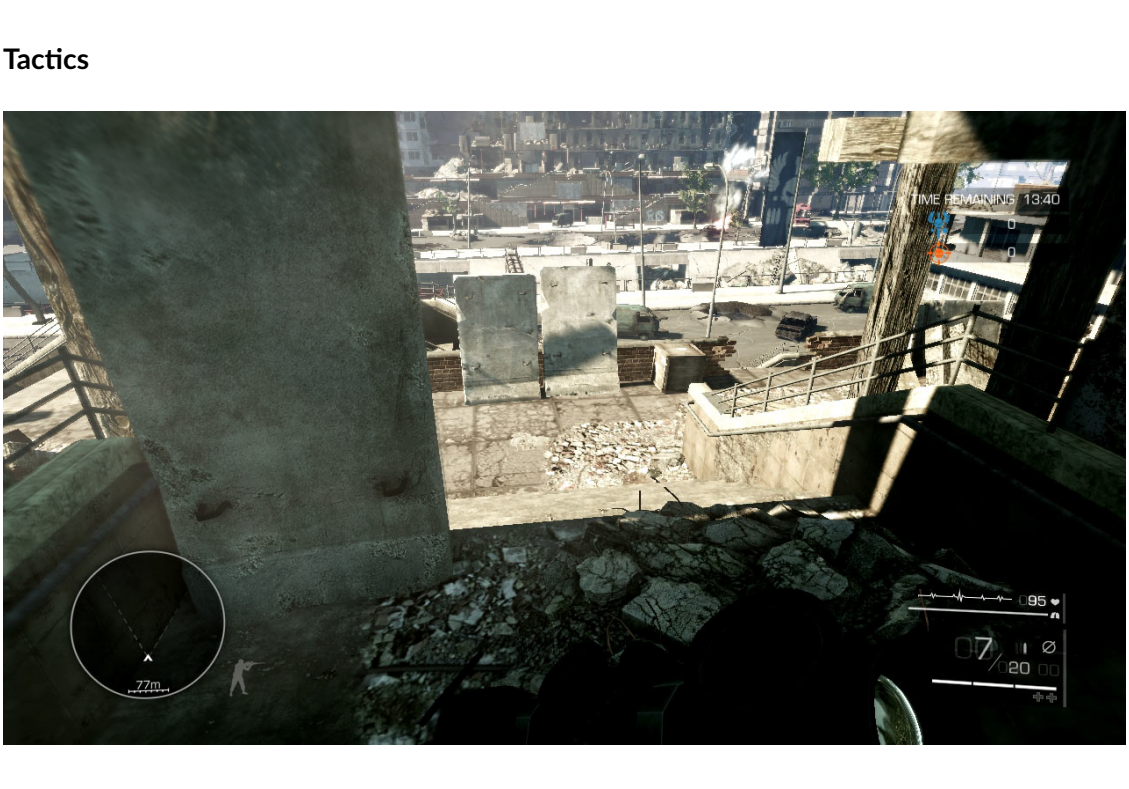
Disadvantages



While you may be protected from the left side, the right side (sniper points 4 through 7) enemies have relatively clear shots at you. To survive, you must snipe them before they can snipe you.

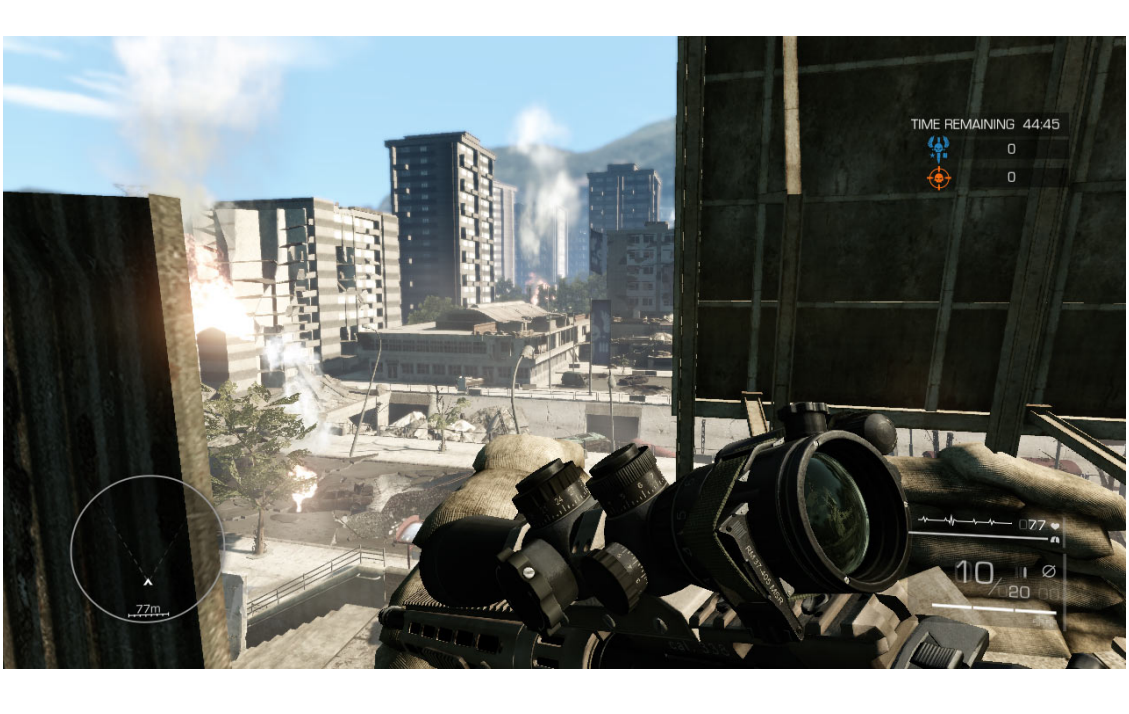
The concrete abutment on the concourse in front of the position blocks your view of the bridge; you won't have any idea what's going on down there unless you advance on the abutment and risk full exposure.

Tactics



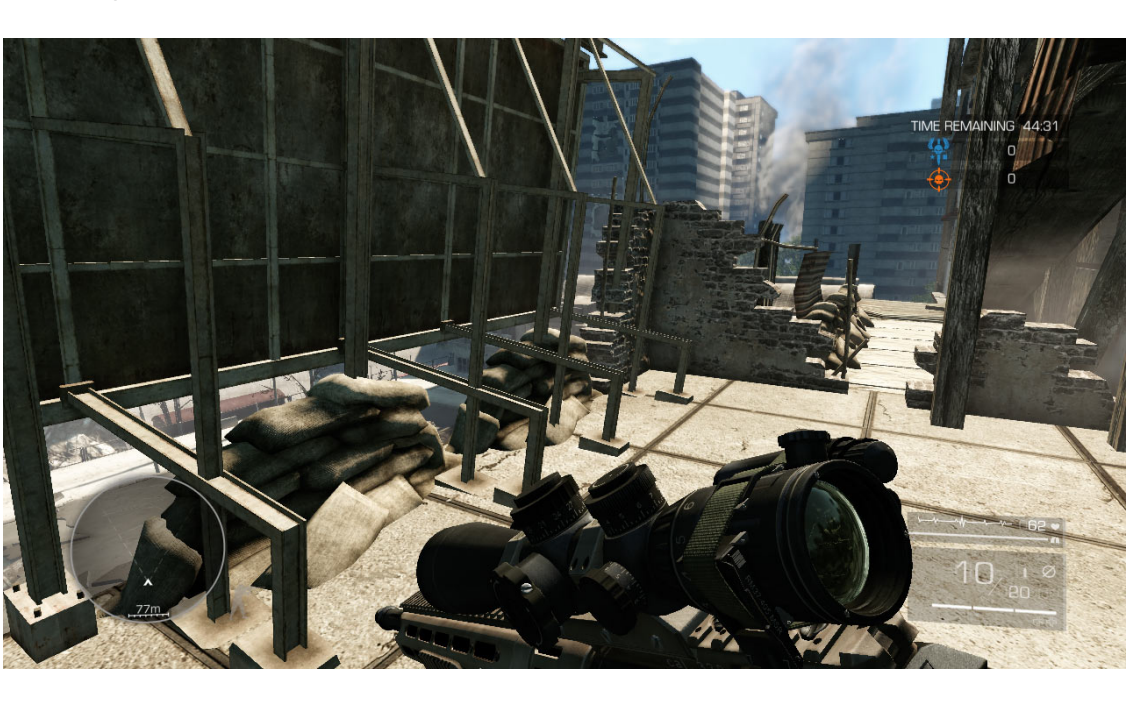
This position is reached easily from the main staircase (sniper point 5) and will be a popular defensive stance against sniper points 1 through 3. Use the concrete divider as a shield and inch out if you need to return fire on sniper points 1 through 3. You have a much easier time gunning down enemies in sniper points 4 through 7; however, they have the same easy access to you, so be quick on the trigger.

Sniper Point 4: The Billboard



Enter the building near the main stairs and climb the inside staircase to reach the second floor. Exit the building to the balcony where a large billboard obscures most of the view.

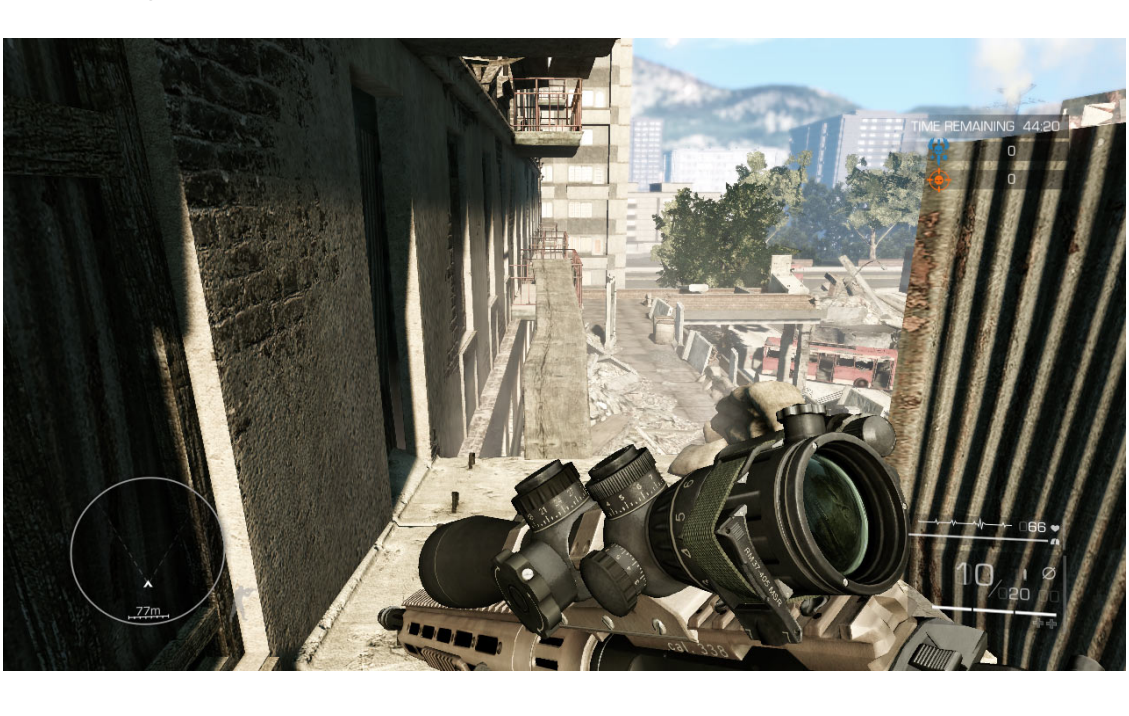
Advantages



You are shielded by the large billboard, so your movement is mostly concealed. Peering around the left side of the board, you can home in on sniper points 1 and 2. Peering around the right side of the board you can zoom on sniper points 6 and 7.

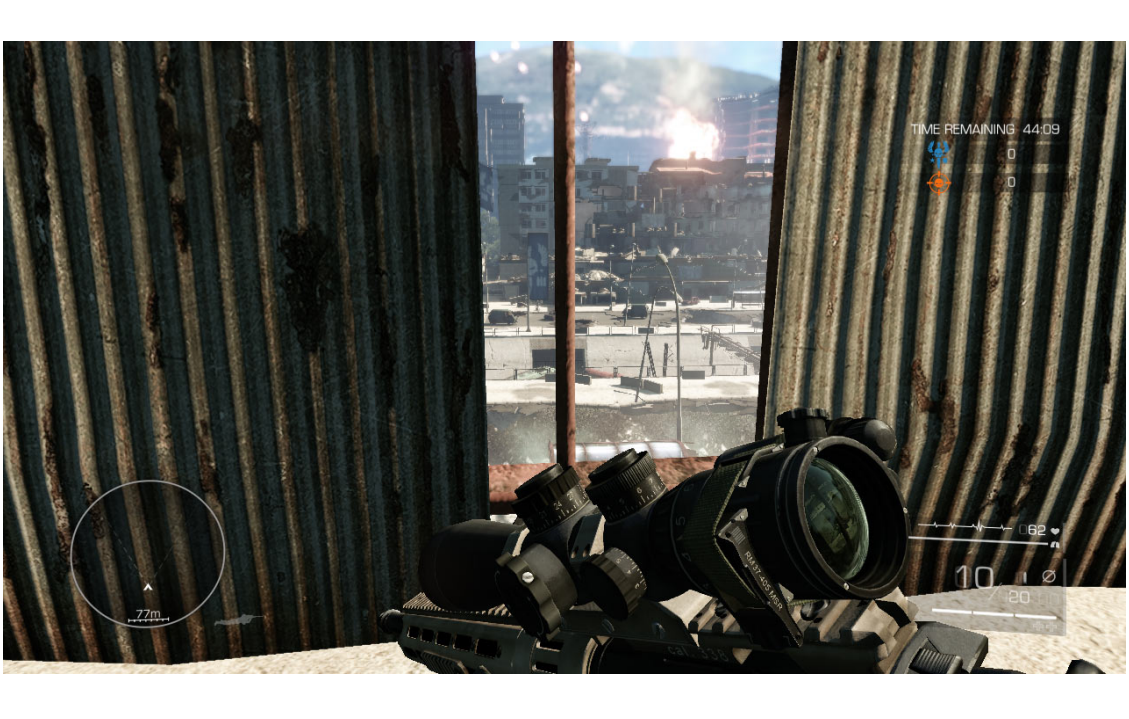
Sandbags along the balcony offer some choice sniping spots against sniper points 5 through 8. With a full view of the outside, you're in a great position as a spotter to communicate enemy movement and as a guard to pick off enemies trying to cross to your side.

Disadvantages



The billboard can obstruct your view as well. If you fire from behind the board, you are restricted from firing against most of the enemy's middle ground. Plus, it's nearly impossible to track enemy movement from behind the board. The sandbags offer some protection—only if you're prone—but you can get clipped easily if you stay out long on the balcony.

Tactics

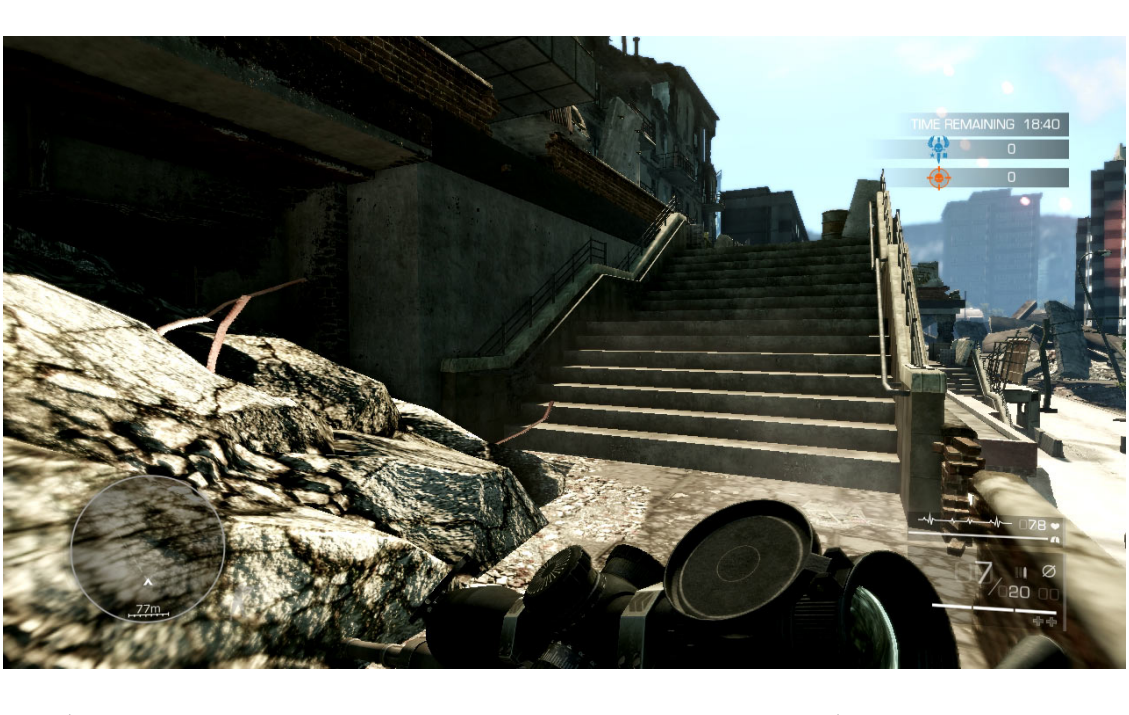


Hide behind the billboard and survey the enemy positions. If you can get a good look at an enemy sniper point, inch out from the billboard and take a quick shot at the enemy before retreating behind the billboard. Never expose more than a fraction of your body when taking shot from the billboard perch.

Fire at sniper points 1 and 2 or 6 and 7 from the billboard, then drop down to use the sandbags if you want to assault sniper points 5 through 8.

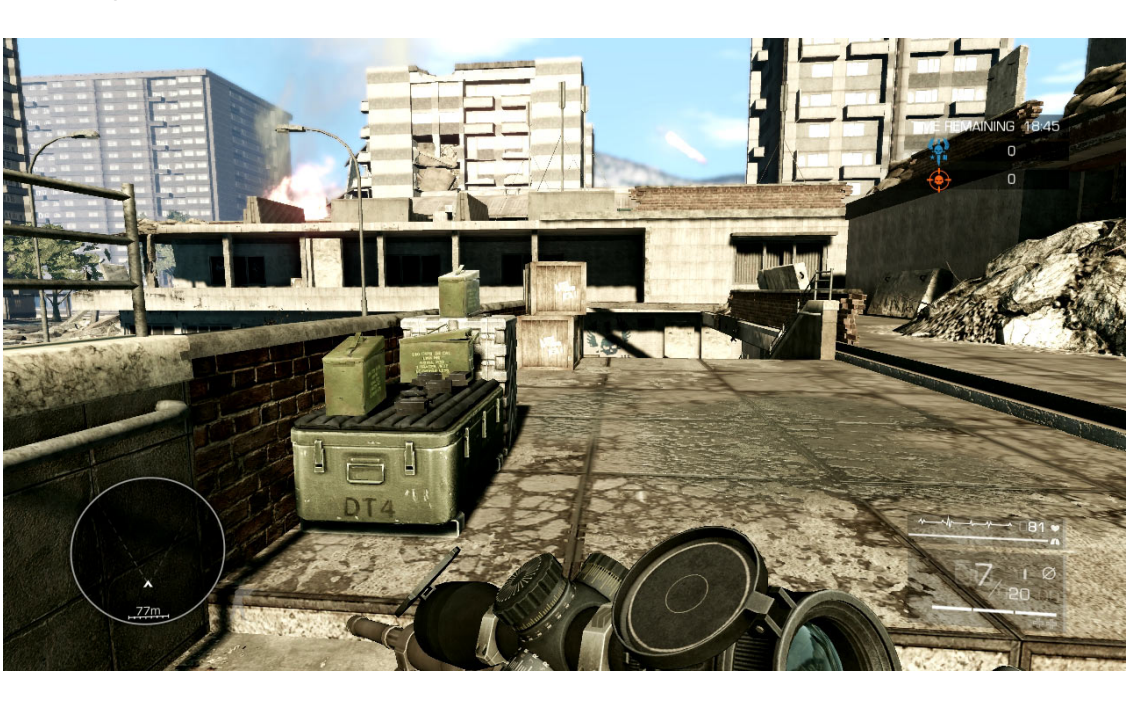
As a spotter, use the sides of the billboard to spy out positions or pop up for a second at the sandbags before dropping prone behind cover. You are in a prime position to guard the bridge and provide cover fire for your teammates on the main staircase (sniper point 5) or advancing on the enemy (sniper point 8).

Sniper Point 5: The Staircase



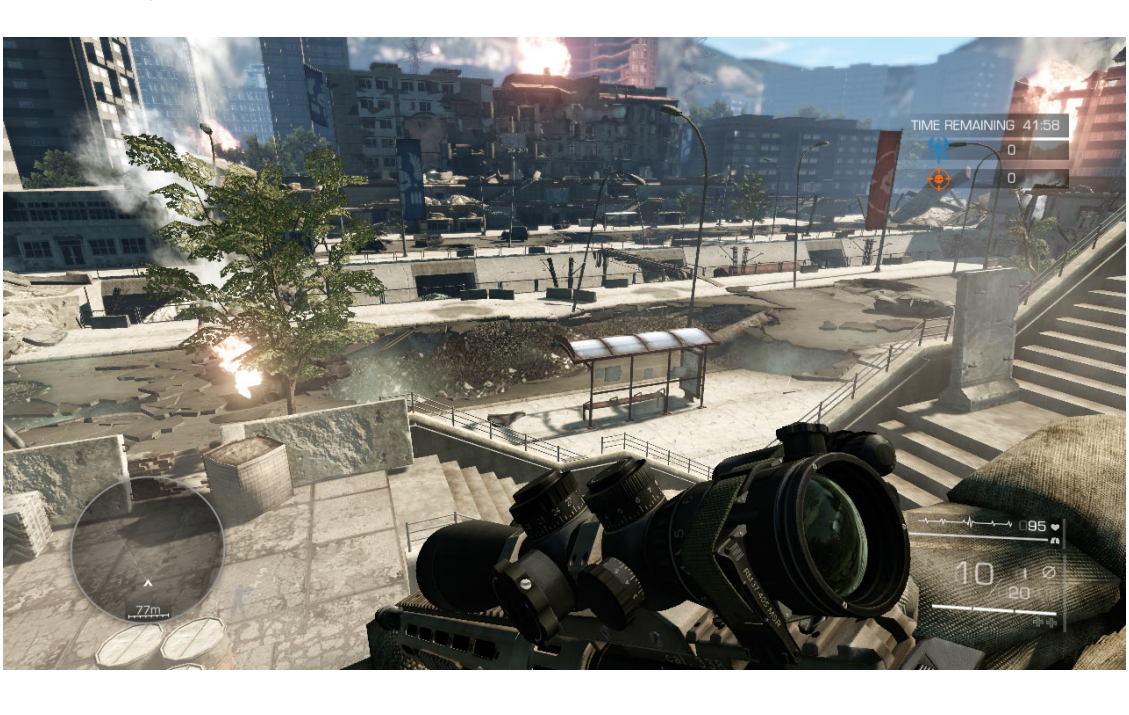
Since it's the crossroads to accessing the main building, the staircase gets the most traffic. Don't stay out here long—bullets can come from any angle and drop you quickly.

Advantages



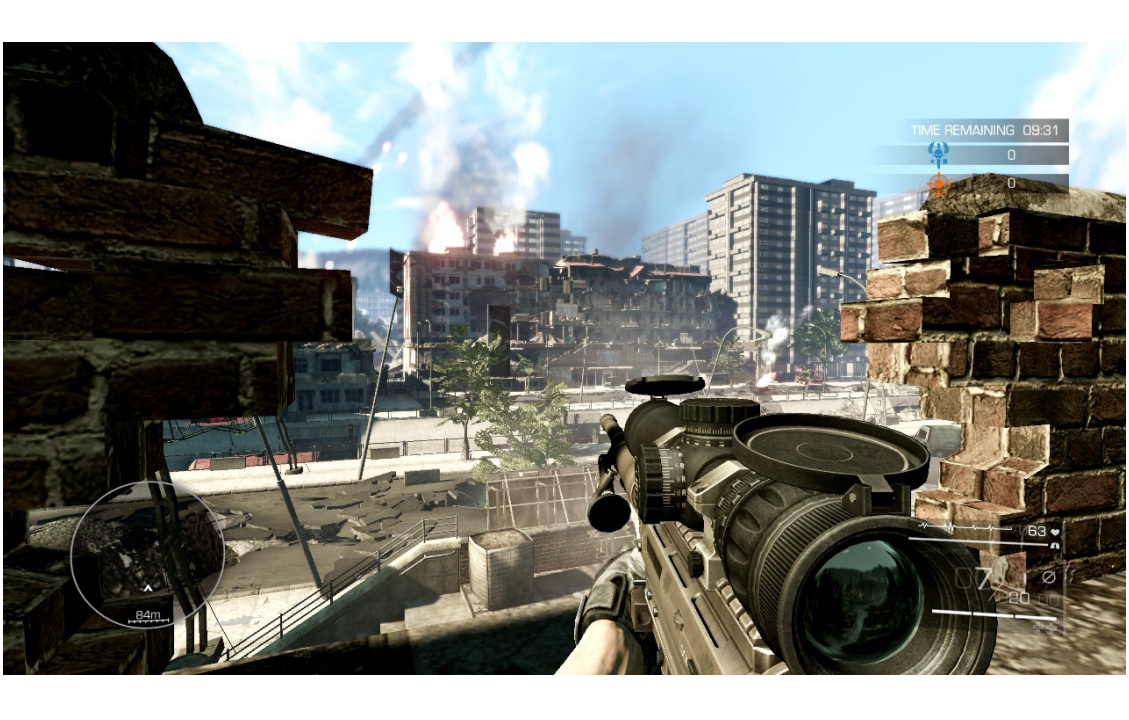
The staircase grants access to the main building, so use it briefly to travel to the other side of the building when inside travel is blocked off. You can fire from the brick wall against any position. There's also an ammo dump by the stairs for restocking.

Disadvantages



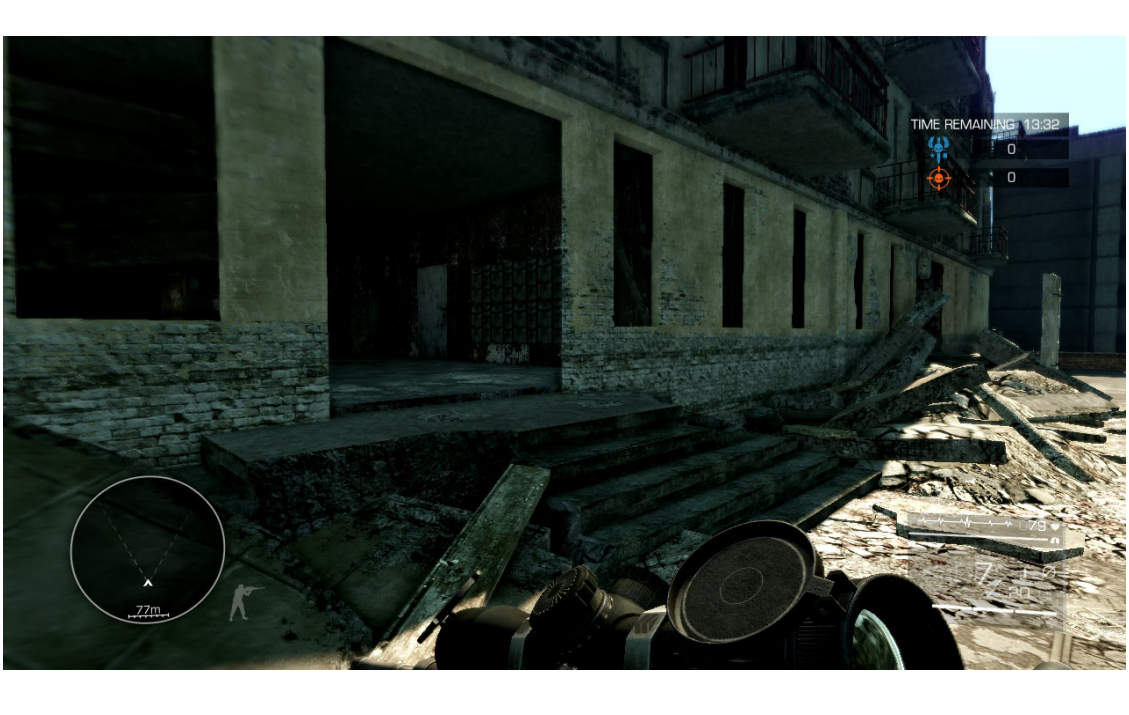
Anyone can fire on you, and they likely have better cover; you are at a disadvantage in almost every situation on the staircase.

Tactics



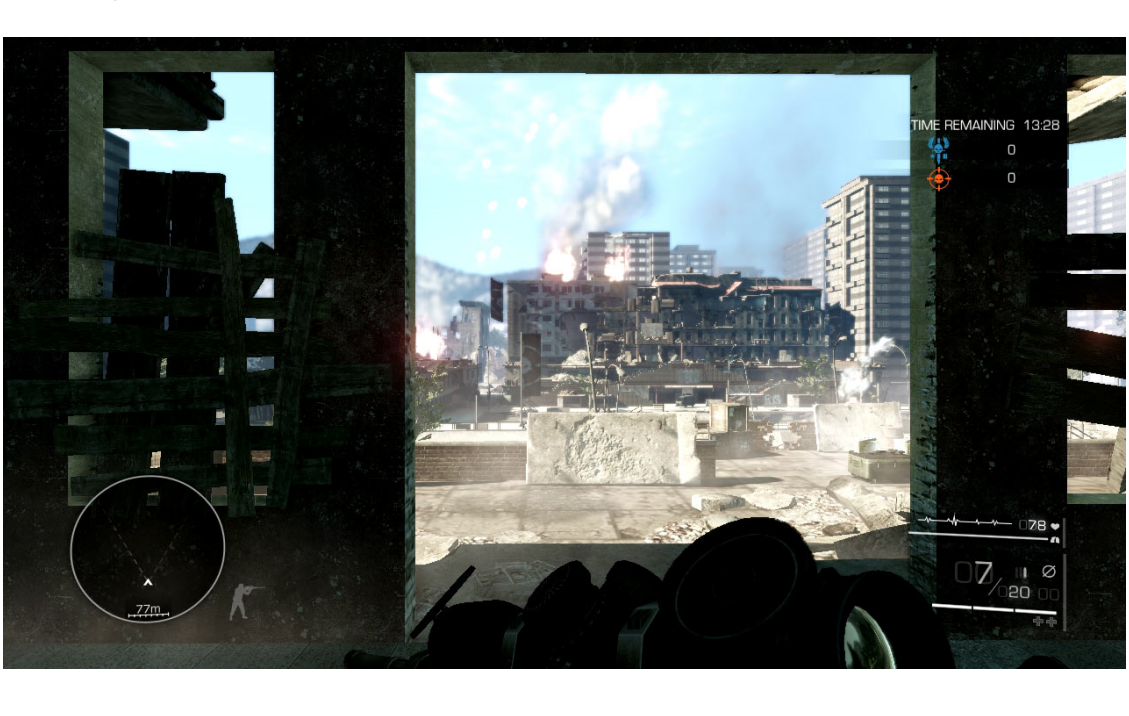
Stay constantly moving while using the stairs; a moving target is much tougher to hit. If you must attack from the stairs, stay concealed behind the bricks and pop out for a quick shot. It's suicide to stay here for any length of time, so disappear into the building as soon as you can.

Sniper Point 6: Upper Floors



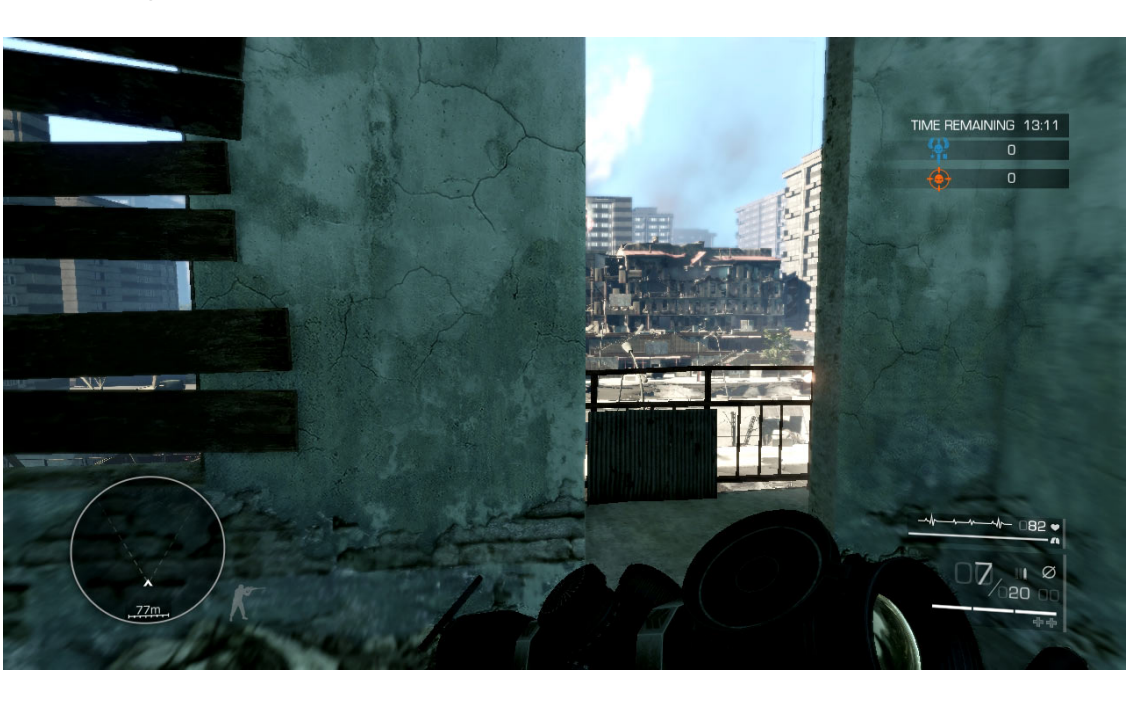
You can reach the outer balconies by walking the wooden plank from the billboard at sniper point 4. You can also use the open doorway on the concourse and take the stairs to the upper floors.

Advantages



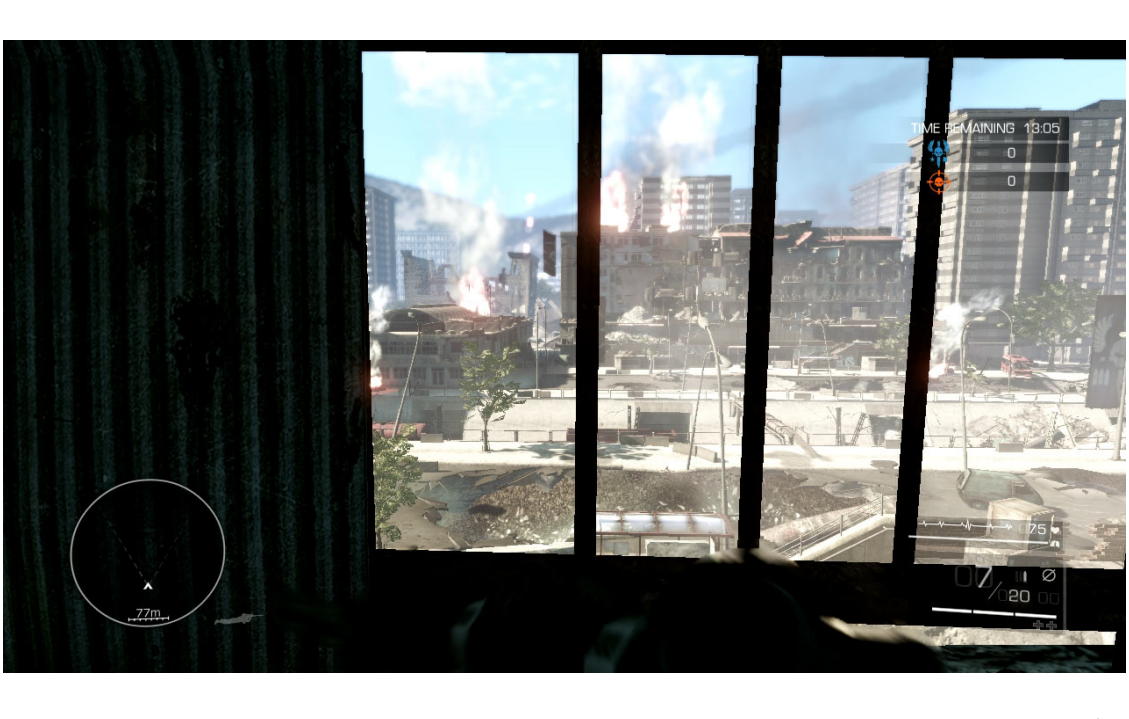
Gaining elevation will give you a superior angle against foes on the ground and an even shot against enemies across the street in similar positions. The myriad shooting spots in the crumbling building make it nearly impossible for an enemy sniper to pick you off quickly. You generally have a good shot against the middle sniper points (4 through 6 and 8).

Disadvantages



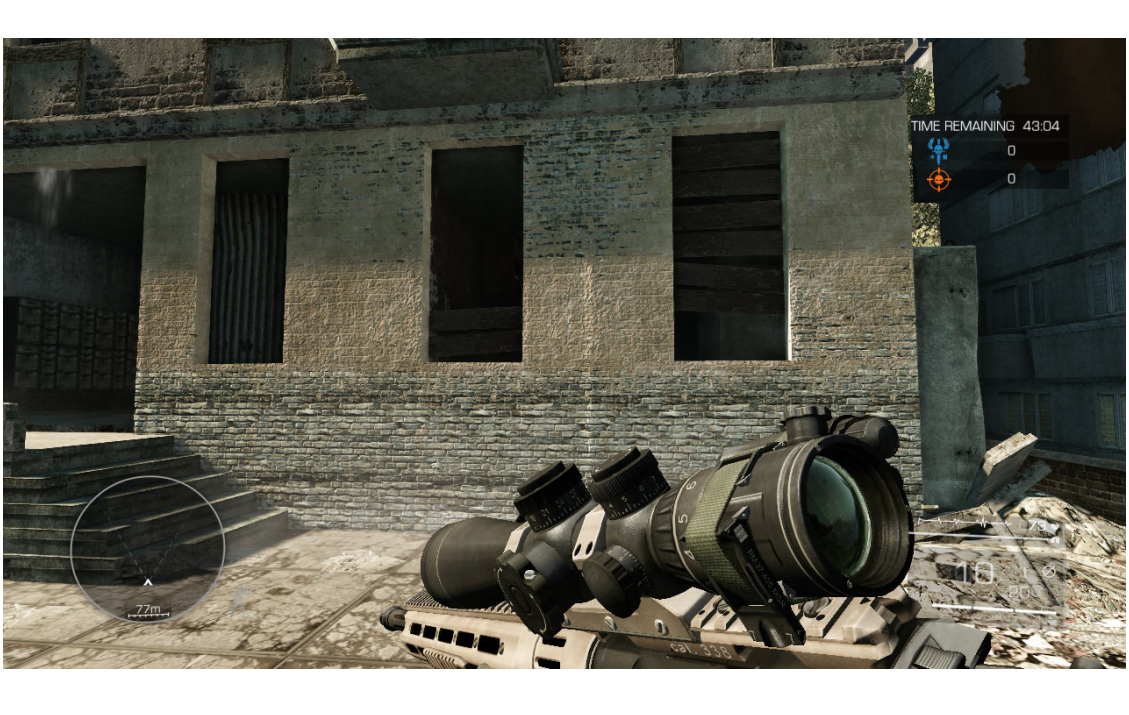
It will take some time to set up your first shot, and while you move within the building to new positions, the enemy positions might change and cause headaches. It can be problematic to see what's going on if action occurs on the outer perimeter, and sniper points 3 and 7 are hard to hit.

Tactics



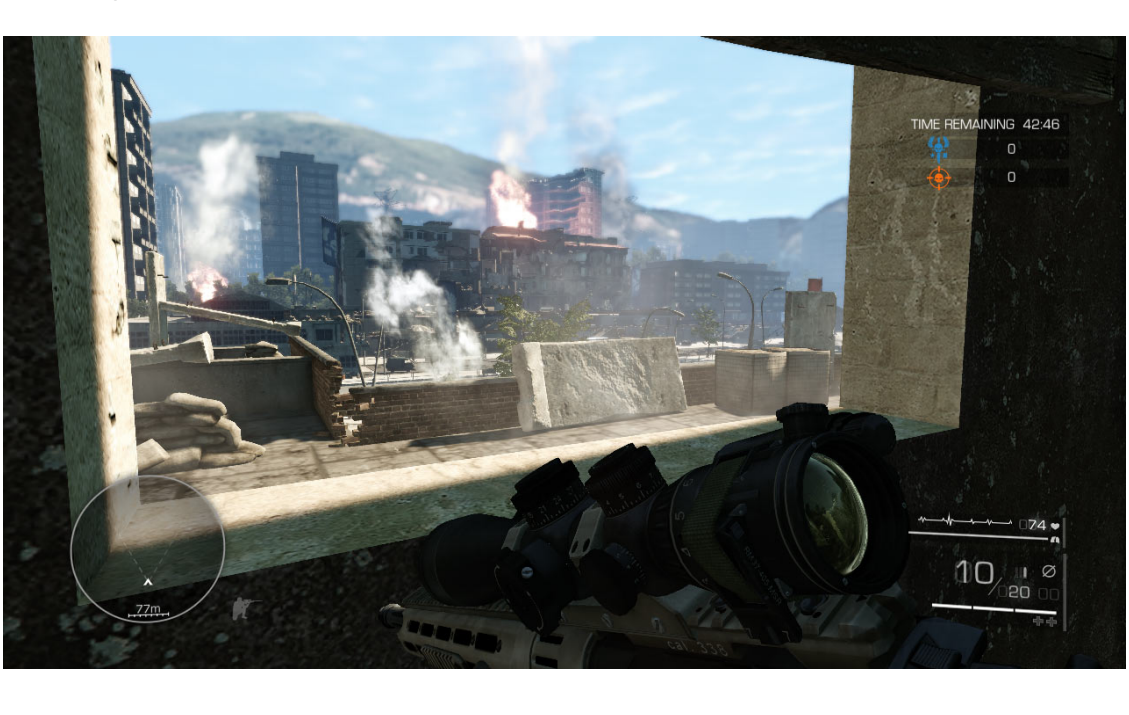
There are many windows and holes to peek out and fire on your enemies. Rotate through your favorite kill spots so that you're never at one location for too long. You can venture out onto the balconies for a wider view. Keep in mind, though, that you have limited mobility out on the small balconies.

Sniper Point 7: Boarded-up Window



The boarded-up window you want is the farthest window on the ground floor to the left (facing the enemy). Sprint down the main concourse and into the nearby doorway quickly to avoid unnecessary exposure.

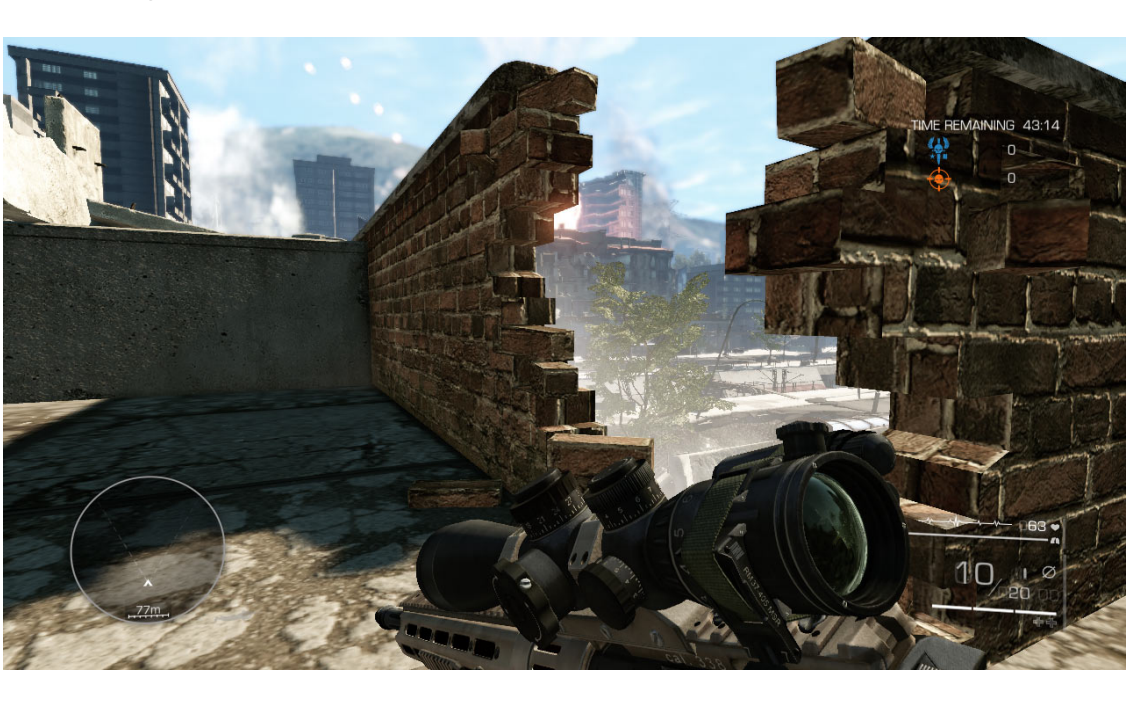
Advantages



You can snipe away at all sniper points except anyone who is concealed toward the rear of sniper point. Because you are off to the side and hidden partially behind the boards, most enemies will not spot you right away.

By shifting to your right you have almost 100 percent cover, so it's difficult for enemies to hit you if you stay concealed. To change your firing angle, you can dart outside and drop prone at the gap in the brick wall's corner.

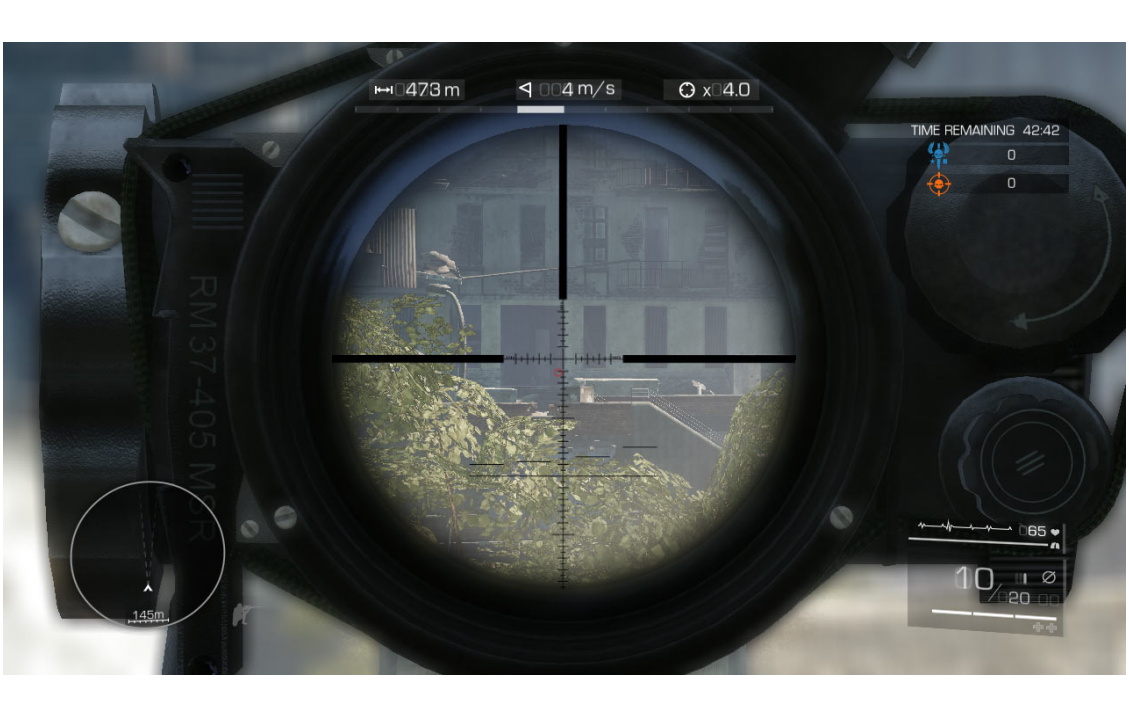
Disadvantages



You can't see the grounds around the bridge very well, and if enemies cross to your side you will have no idea they are coming down the main concourse at you.

Off to the side, you don't have straight-on shots at most targets, which makes it slightly more difficult to bring down your foes. It's also a very long and challenging shot against your counterpart at sniper point 7.

Tactics

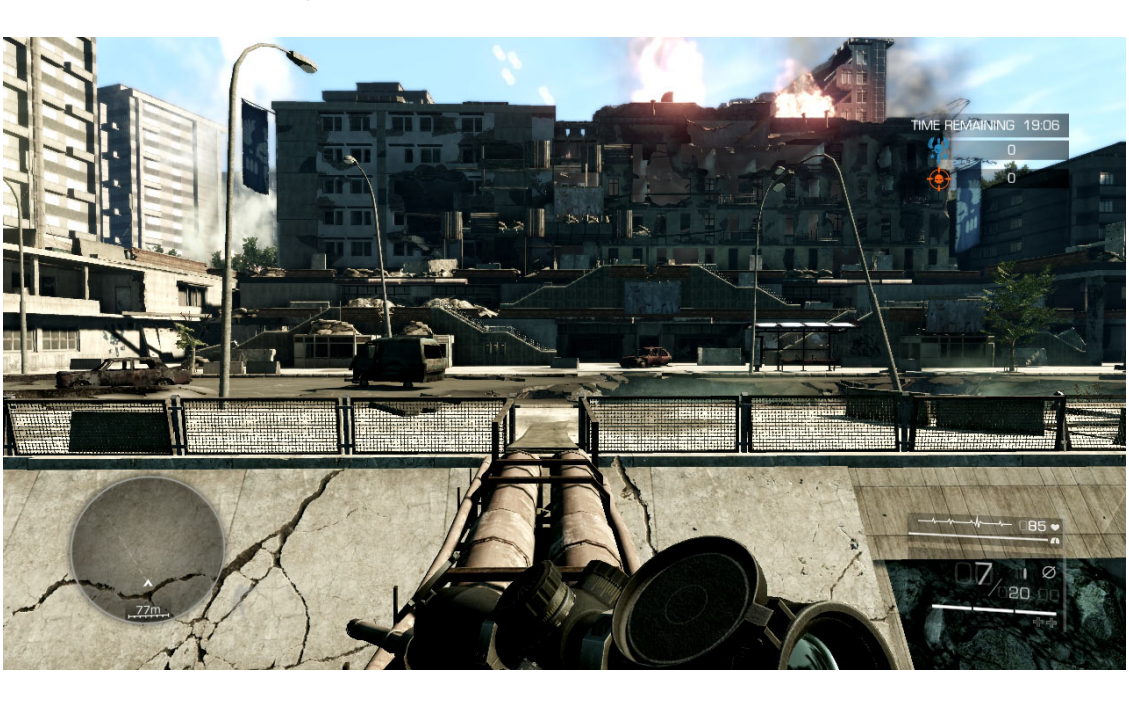


Get to the boarded-up window as quickly as possible. If no one sees you duck inside the far corner of the building, it will be difficult for anyone to notice where your shots are coming from. Crouch in the window to snipe, then retreat to the shadows if multiple tangos aim at you.

You can also use the brick wall in front of you. Sprint quickly out onto the main concourse and go prone behind the wall. Crawl to where you want to shoot, rise to a crouch to unload, then drop back into a crawl to move to a new position.

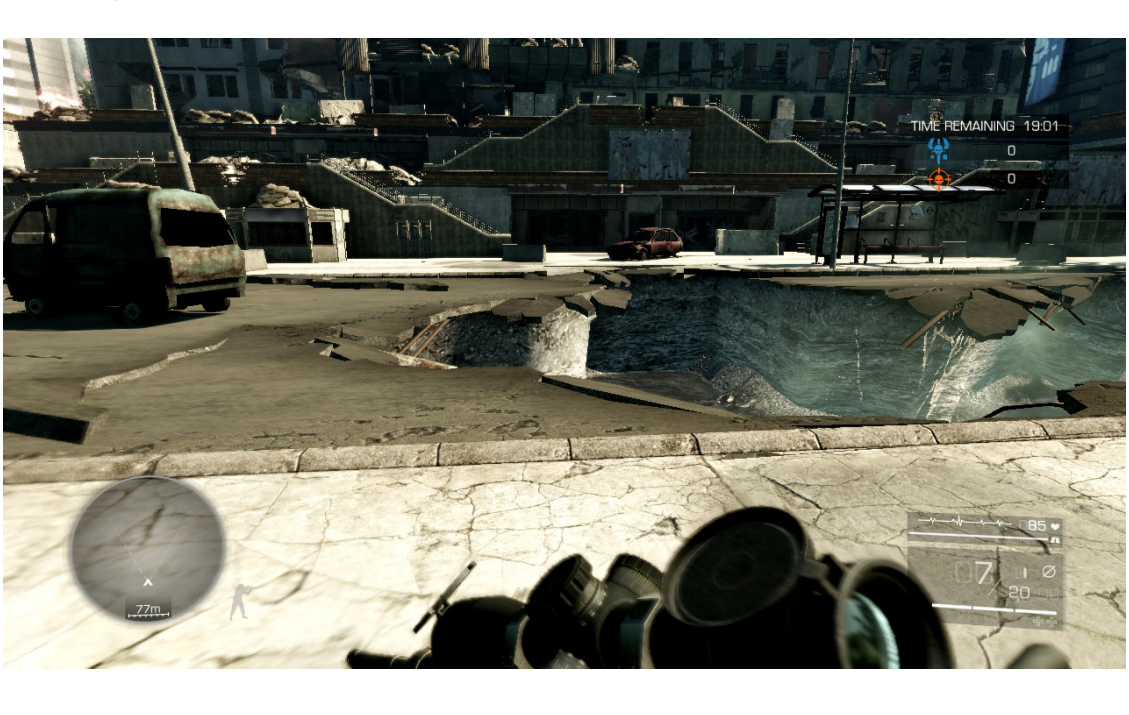
The broken corner of the brick wall gives you a great shot at the bridge (sniper point 8) and sniper point 6; however, experienced players will be watching for movement at the corner, so be cautious.

Sniper Point 8: The Bridge



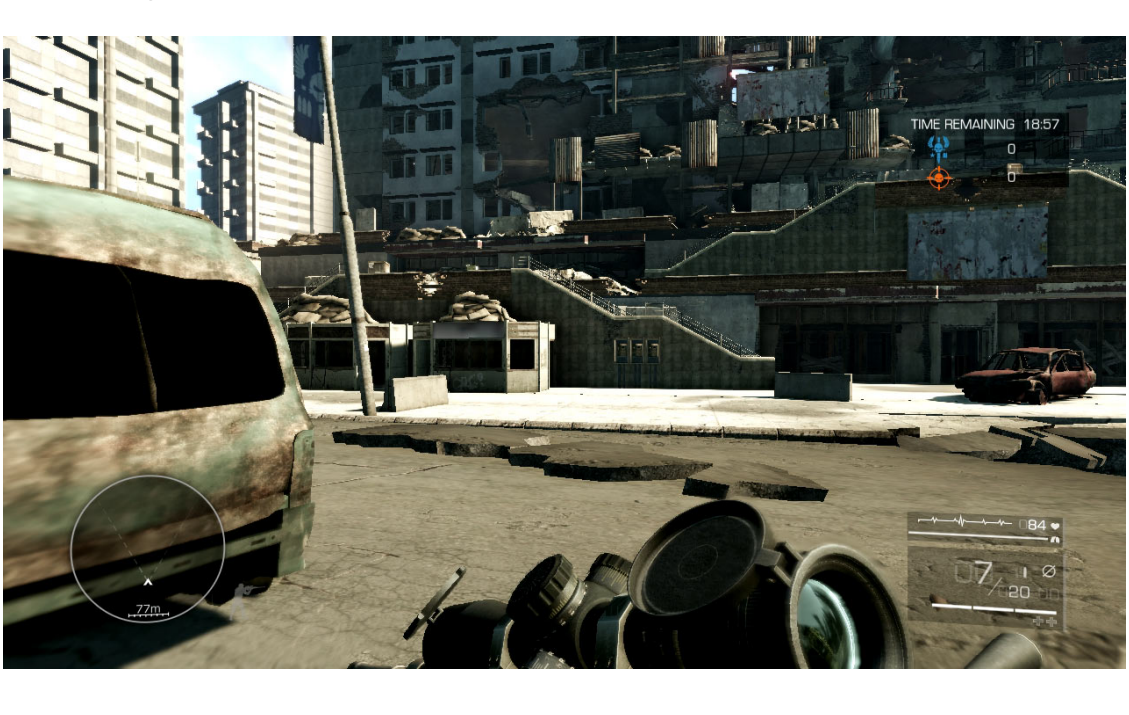
Piping stretches from one side of the street to the other and connects both player areas. You can cross the bridge to reach the enemy side, but if you fall off the pipes, you're toast.

Advantages



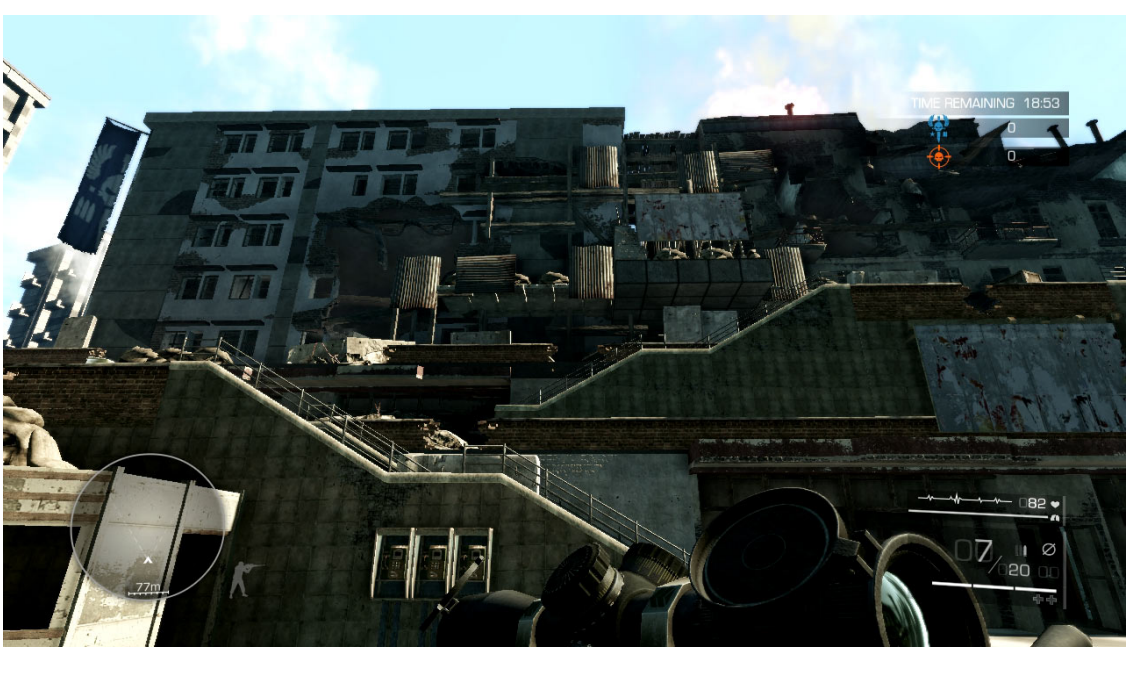
You don't have many advantages. If you have to fight here, seek what little cover there is. You can hide in behind cars on the street or go prone and crawl in front of the nearest object.

Disadvantages



You have many disadvantages here: The open ground can be targeted from multiple sniper points. Avoid exposing yourself out by the bridge except in making a push forward.

Tactics



Unless you're making an assault on the bridge, you shouldn't be out here. Period.

Achievements and Trophies

Achievements List

It takes courage to infiltrate enemy territory, never knowing if an enemy will be around the next city block or hiding in the foliage with a scope aimed at your forehead.

It takes skill to survive all 10 missions and earn these special achievements along the way.

Most of the achievements are of the standard variety: You earn them by either completing missions, collecting secrets, or killing regular enemies with a slew of different methods.

The difficult achievements, however, require a healthy amount of strategy to notch them. In the end, you can gain them all if you're committed to going the extra mile on every mission.

The majority of achievements fall into the standard category. Not to say these are easy to complete; however, you will earn most of them by playing the game well and following the mission script.

For example, you earn "Operation Quarterback" by completing the Act 1 missions (automatic, if you want to finish the story line) and you earn "Kill With Still" for sniping 50 enemies while holding your breath.

More complicated standard achievements include tasks like collect all secrets in Act 3 ("In Search of Enlightenment"), kill 100 opponents in multiplayer ("The Sniper Elite"), and score a 100 percent accuracy rating in a single mission ("Nerves of Steel").

See the table below for details on all the standard achievements.

Icon	Achievement Name	Description	Xbox 360 Gamer Points	PlaystationTrophy
	World Warrior	Participate in any multiplayer match	5	Bronze
	Operation Quarterback	Complete Act 1	10	Bronze
	Say Hello To My Little Friend	Kill 30 enemies using your sidearm	10	Bronze
	Kill With Still	Kill 50 enemies while holding your breath	10	Bronze
	Fisher King	Kill 25 enemies using thermal or night vision goggles	10	Bronze
	Hangman's Knot	Kill Major Vladic ("And Justice For All")	10	Bronze
	Nemesis	Kill Maddox once and for all ("No Loose Ends")	10	Bronze
	Bloodstreak	Kill 25 opponents in multiplayer	10	Bronze
	Unhappy Camper	Kill 10 opponents in multiplayer using your sidearm	10	Bronze
	Wrath Child	Win 10 Team Deathmatch rounds	10	Bronze
	Guardian Angel	Rescue the friendly ("From Out Of Nowhere")	15	Bronze
	Operation Archangel	Complete Act 2	20	Bronze
	Left No Man Behind	Complete the game on Casual	20	Bronze
	Poking the Bush	Collect all secrets in Act 1	20	Bronze
	Keepsakes Of War	Collect all secrets in Act 2	20	Bronze
	In Search of Enlightenment	Collect all secrets in Act 3	20	Bronze
	Balls Of Steel	Complete any single player mission without using med kits, but taking damage	20	Bronze
	Psst, Don't Look Behind You	Kill 15 enemies with a stealth kill	20	Bronze
	Karma Chameleon	Retrieve your weapon without being detected ("Burning Bridges")	20	Bronze
	Worlds Apart	Take a successful shot from a distance of 1 km or greater	20	Bronze
	Solid Sandman	Kill all enemies in the beach houses without causing an alarm ("Leave No Man Behind")	20	Bronze
	Kill That F**ing Band!	Take 25 headshots in multiplayer	20	Bronze
	Distance Matters Not	Kill 20 enemies from a distance of 600m or greater	20	Silver
	Hazardous Materials	Kill three or more enemies by shooting a grenade	25	Silver
	Bullets Can't Hurt Me	Complete any act without using medkits	25	Silver
	Death's Scythe	Take 50 headshots in single player	30	Silver
	Nerves Of Steel	Achieve 100% accuracy in any single player mission	30	Silver
	Back To School	Kill all enemy snipers in Sniper Alley without being hit ("Ghosts of Sarajevo")	30	Silver
	Pure Ownage	Kill 50 opponents in multiplayer	30	Silver
	Death Dealer	Win 25 Team Deathmatch rounds	30	Silver
	My Rifle Is My Best Friend	Complete the game on Medium	50	Silver
	Blood And Tears	Take 50 headshots in multiplayer	50	Silver
	U Can't Touch This	Win 5 rounds in a row in Team Deathmatch	50	Silver
	Everything But The Kitchen Sink	In one multiplayer round kill an opponent with a sniper rifle, sidearm and melee attack	50	Silver
	Laugh This Off	In the final duel with Maddox, kill him with the first shot ("No Loose Ends")	50	Gold
	The Sniper Elite	Kill 100 opponents in multiplayer	50	Gold
	Harvester Of Sorrow	Complete the game on Expert	75	Gold
	I Never Bleed	Complete the Campaign using max one medkit per mission	75	Gold
	Bullseye	Unlock all trophies	N/A	Platinum

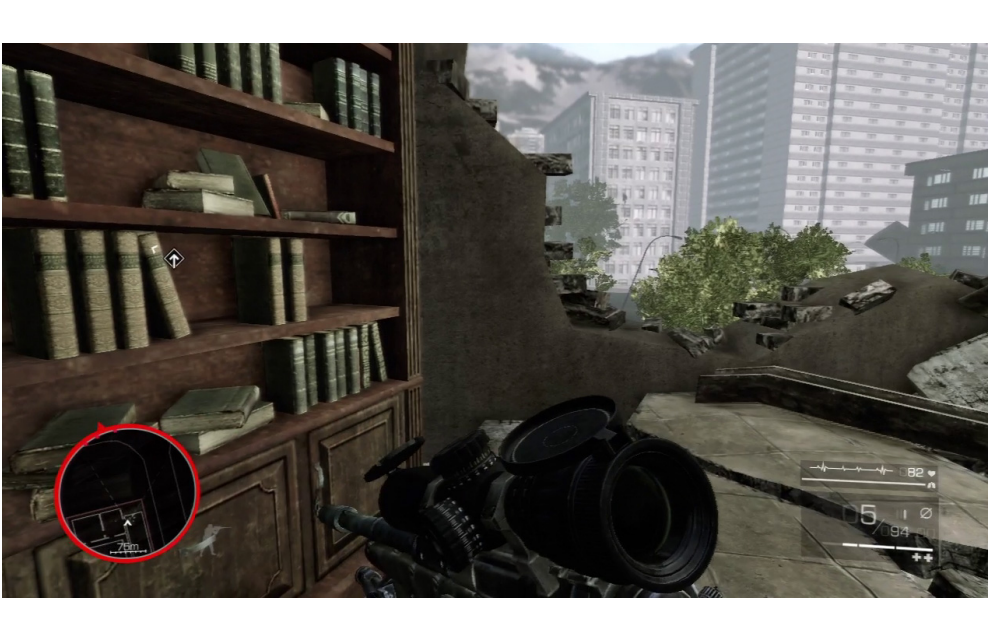
Achievements and Trophies

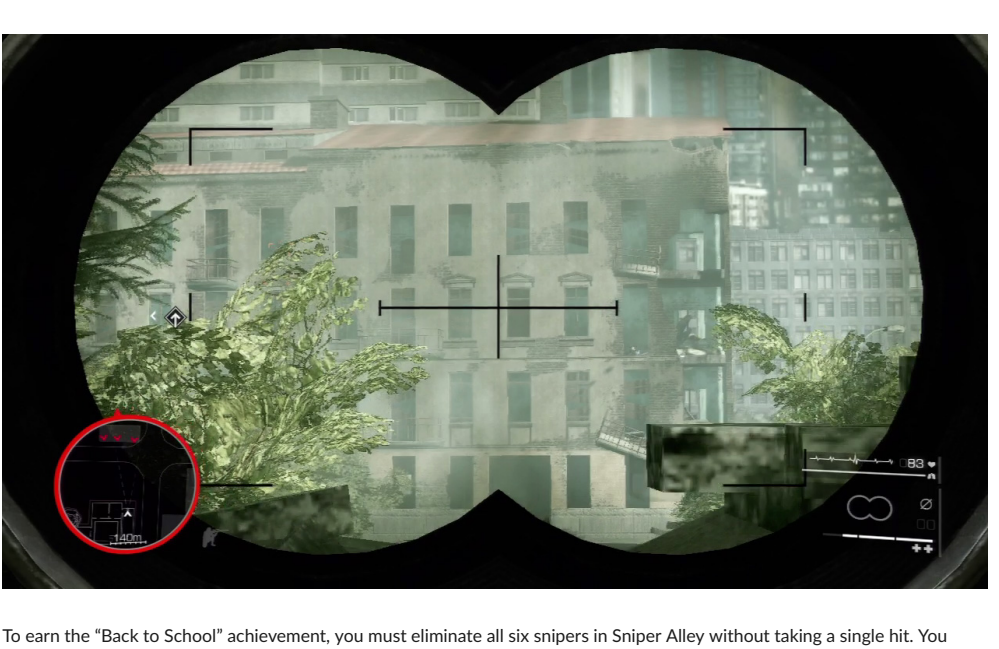
Difficult Achievements

Some achievements are more difficult to earn. The following achievements require specific tactics to pull off. To collect your gamer points or trophies, study up on these moves that only a seasoned sniper will master.

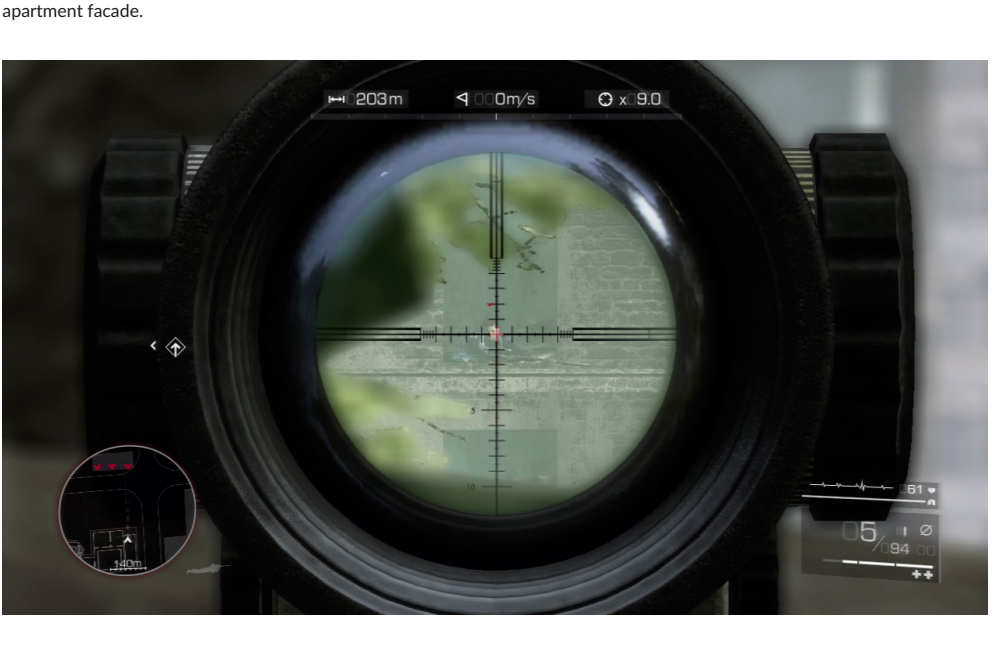
Back To School

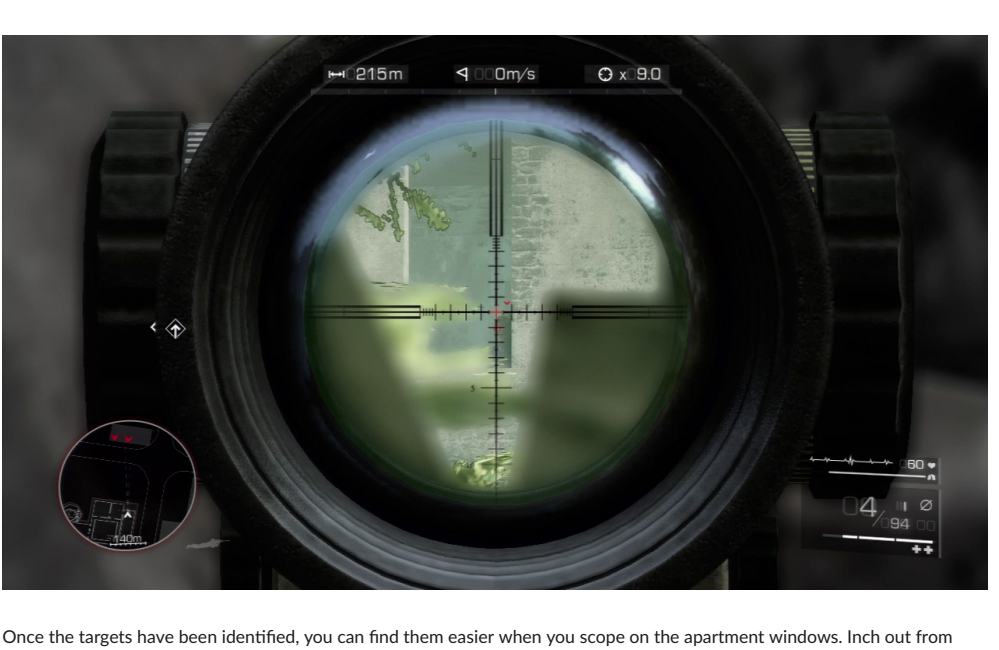
Video is restricted



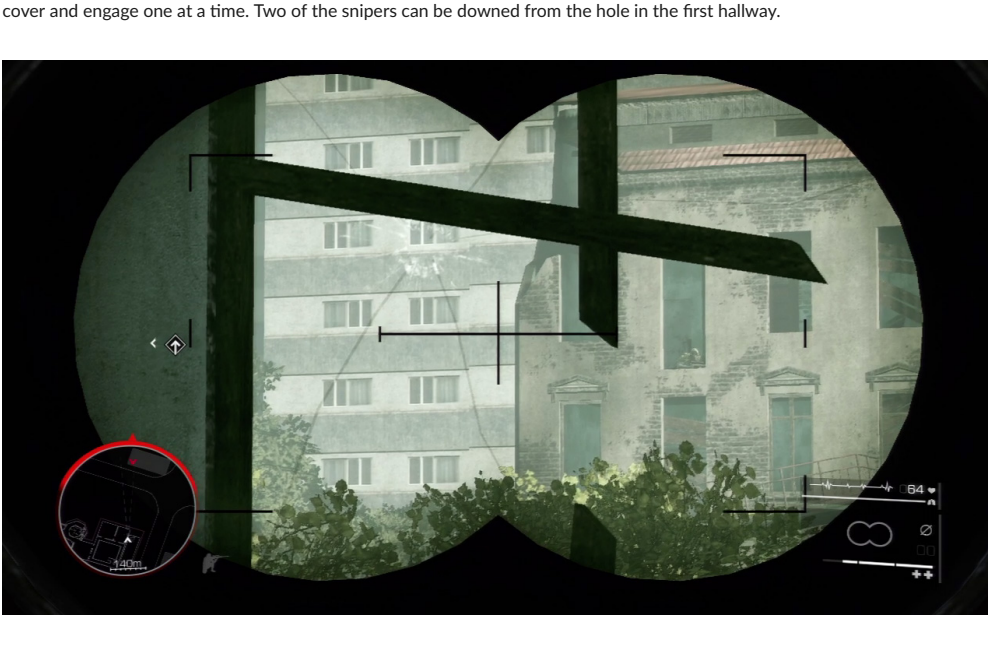


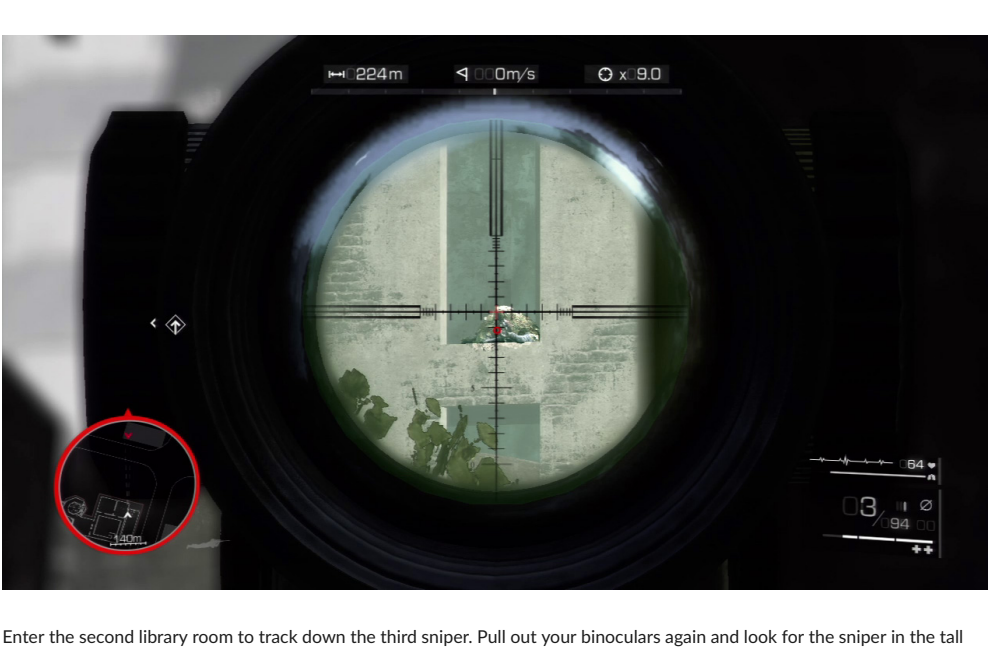
To earn the "Back to School" achievement, you must eliminate all six snipers in Sniper Alley without taking a single hit. You engage the first three snipers in Sniper Alley in the first two library rooms. First, pull out your binoculars. Next, creep out near the large hole in the library wall and scan the apartment building across the street. You'll spot three snipers at points on the apartment facade.


203m
0m/s
x 9.0

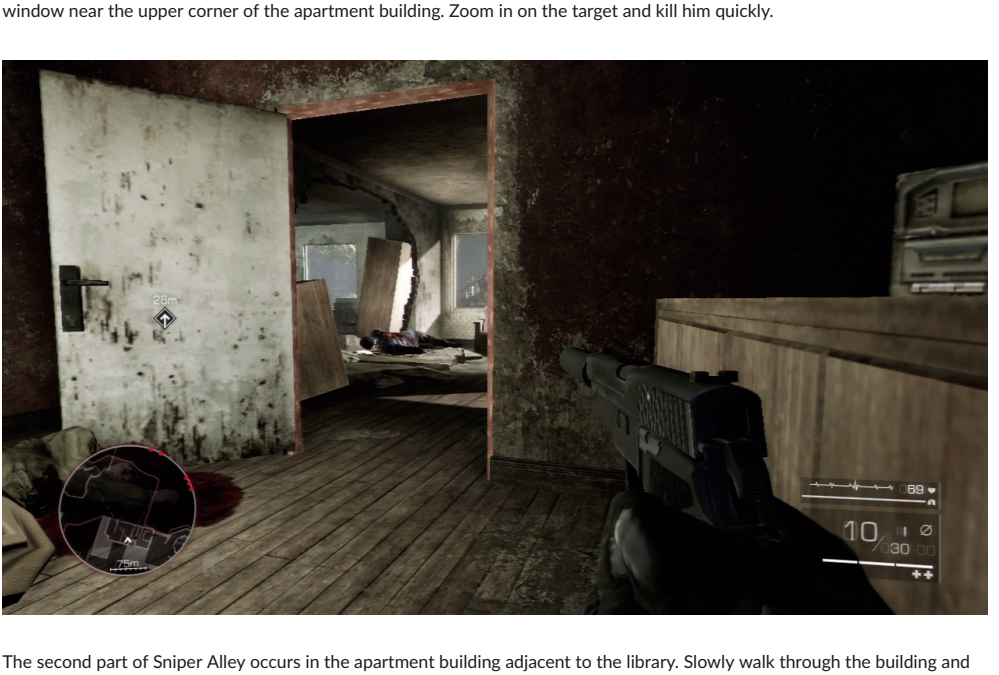

215m
0m/s
x 9.0

Once the targets have been identified, you can find them easier when you scope on the apartment windows. Inch out from cover and engage one at a time. Two of the snipers can be downed from the hole in the first hallway.

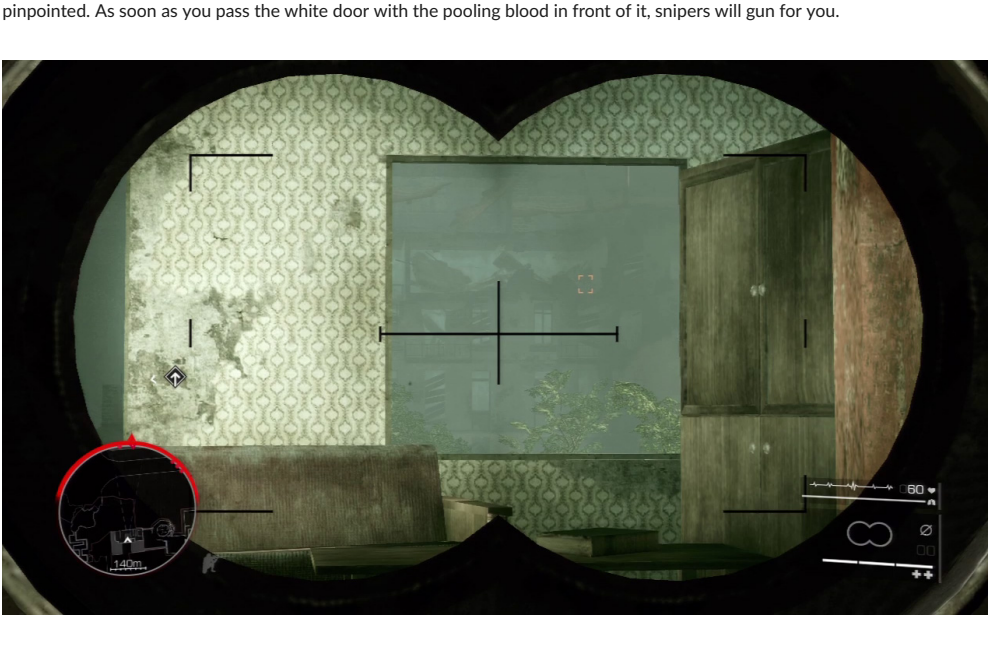


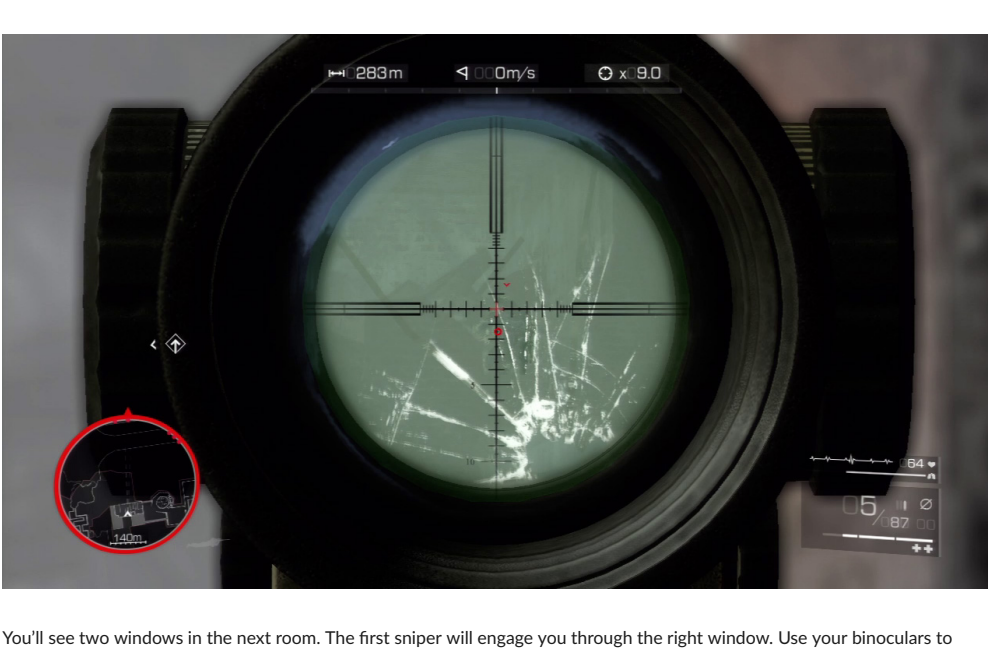

224m
0m/s
x 9.0

Enter the second library room to track down the third sniper. Pull out your binoculars again and look for the sniper in the tall window near the upper corner of the apartment building. Zoom in on the target and kill him quickly.

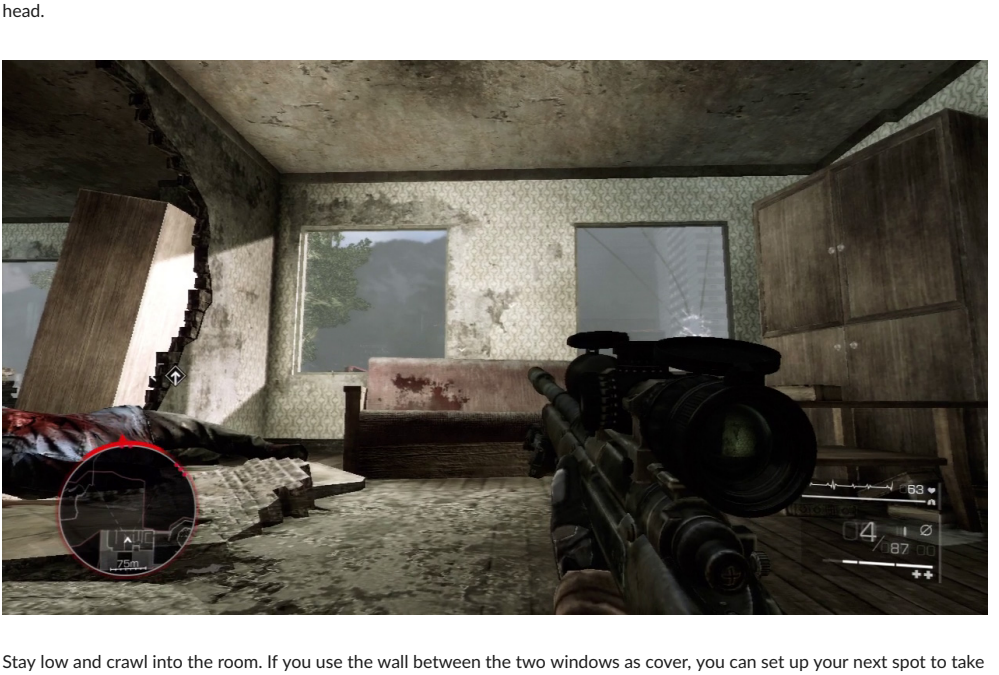


The second part of Sniper Alley occurs in the apartment building adjacent to the library. Slowly walk through the building and prepare for another sniper battle. You'll notice dead bodies all over. That's because another sniper nest has this spot pinpointed. As soon as you pass the white door with the pooling blood in front of it, snipers will gun for you.

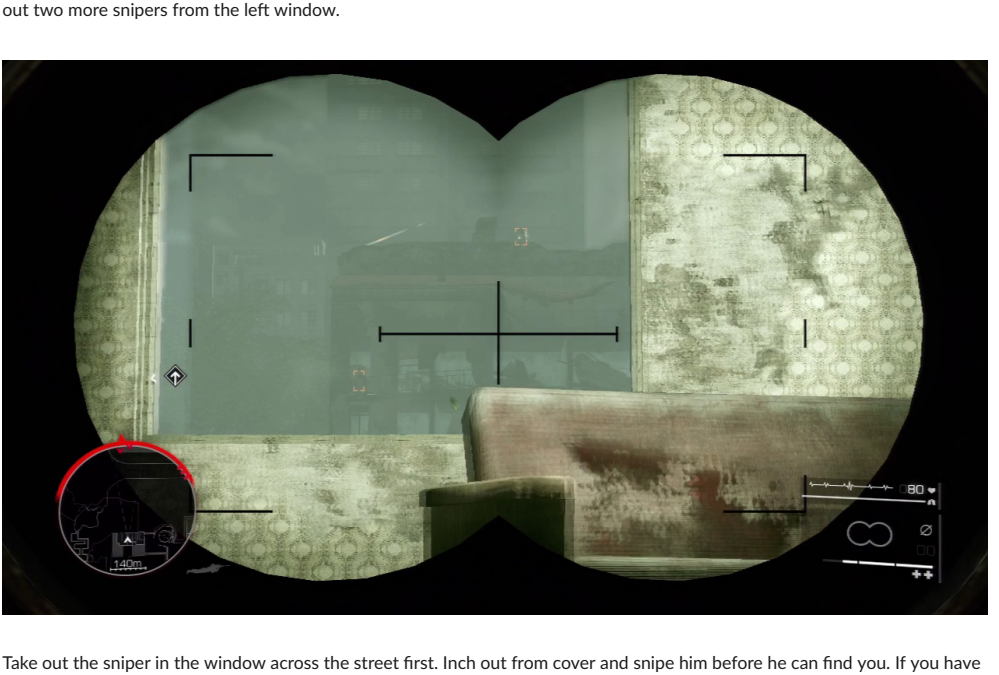



283m
0m/s
x 9.0

You'll see two windows in the next room. The first sniper will engage you through the right window. Use your binoculars to lock onto his position in the upper floor of the building across the street. Send a bullet through the window and through his head.



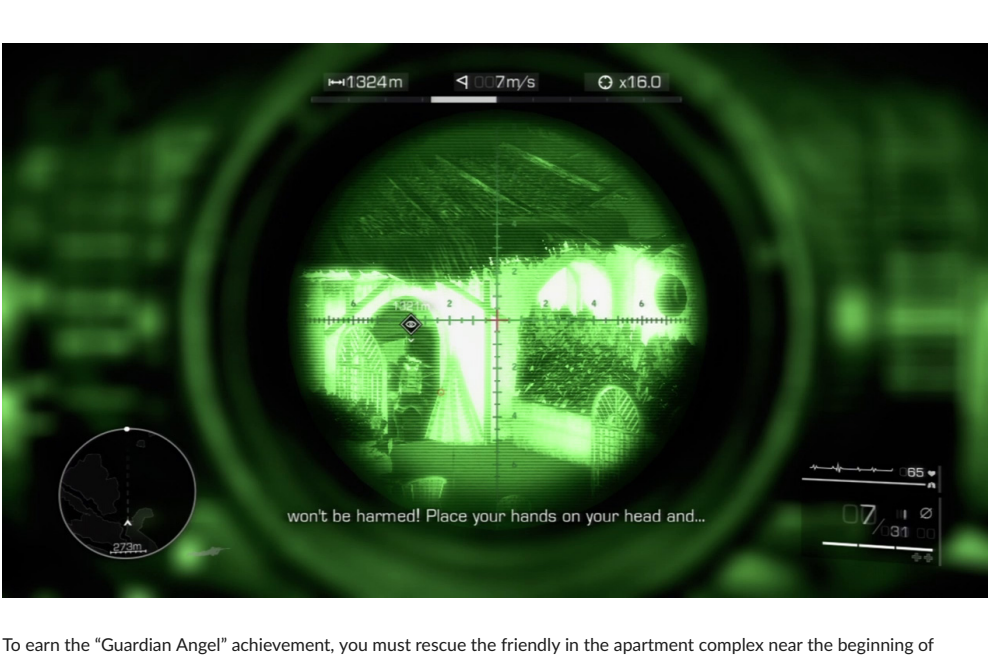
Stay low and crawl into the room. If you use the wall between the two windows as cover, you can set up your next spot to take out two more snipers from the left window.



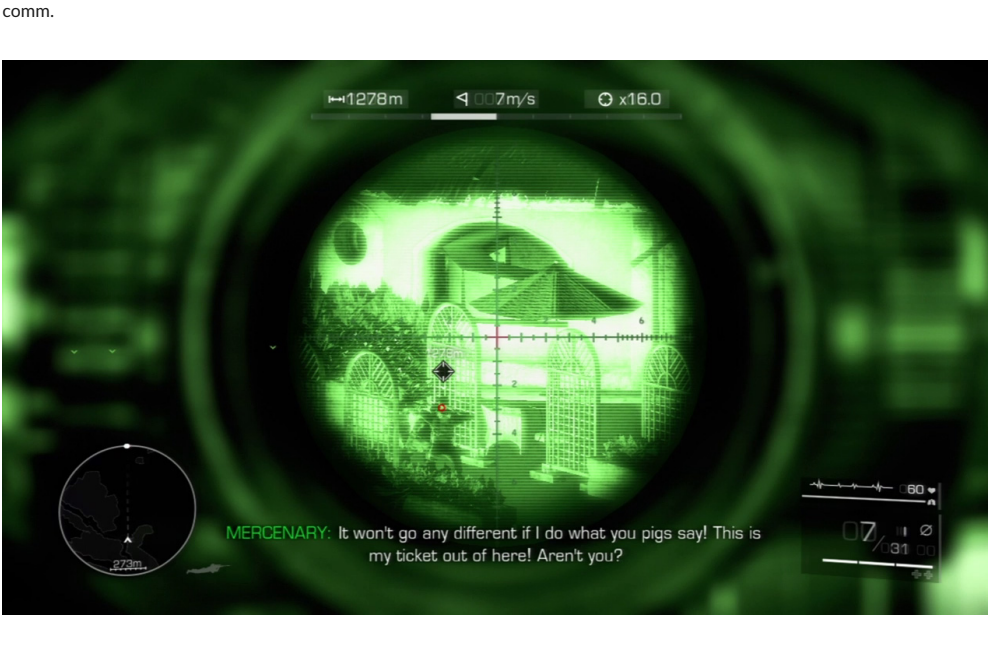
Take out the sniper in the window across the street first. Inch out from cover and snipe him before he can find you. If you have trouble locating him, use your binoculars again. The third sniper is positioned on the roof. Lean out a little more from cover, just enough to send a single, lethal bullet his way.

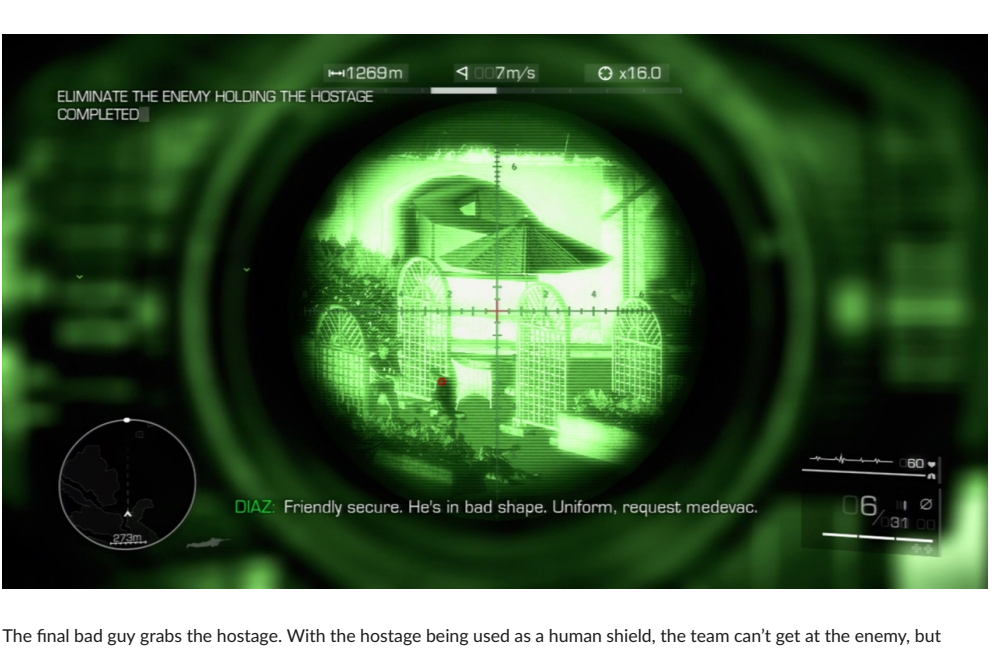
Guardian Angel

Video is restricted


1324m
7m/s
x16.0
won't be harmed! Place your hands on your head and...

To earn the "Guardian Angel" achievement, you must rescue the friendly in the apartment complex near the beginning of mission 2. Wait patiently as the team assaults the apartment complex. You can't see the action, but you can hear it over your comm.


1278m
7m/s
x16.0
MERCENARY: It won't go any different if I do what you pigs say! This is my ticket out of here! Aren't you?

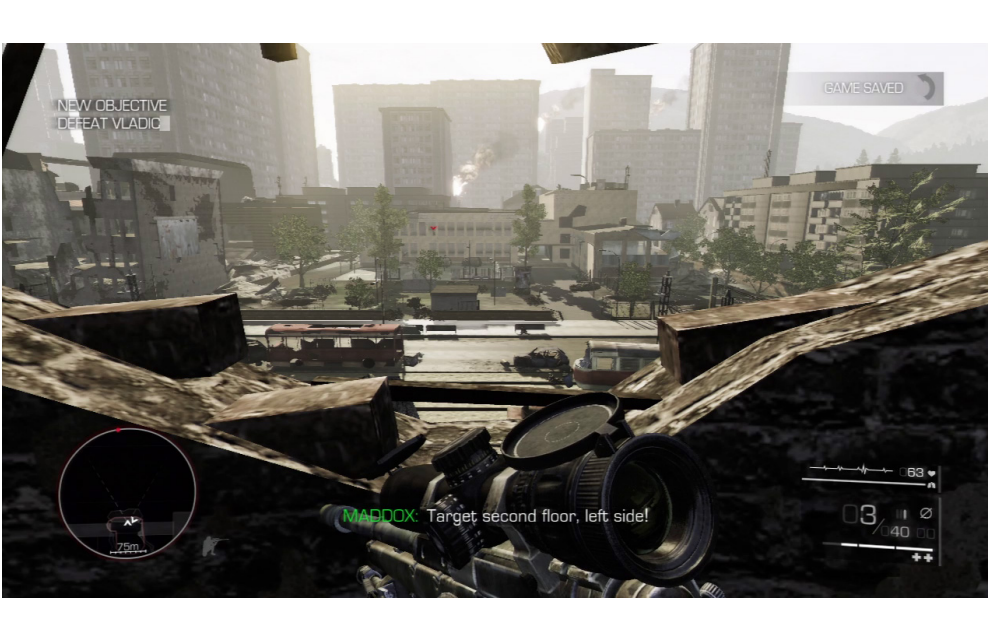

1269m
7m/s
x16.0
ELIMINATE THE ENEMY HOLDING THE HOSTAGE COMPLETED
DIAZ: Friendly secure. He's in bad shape. Uniform, request medevac.

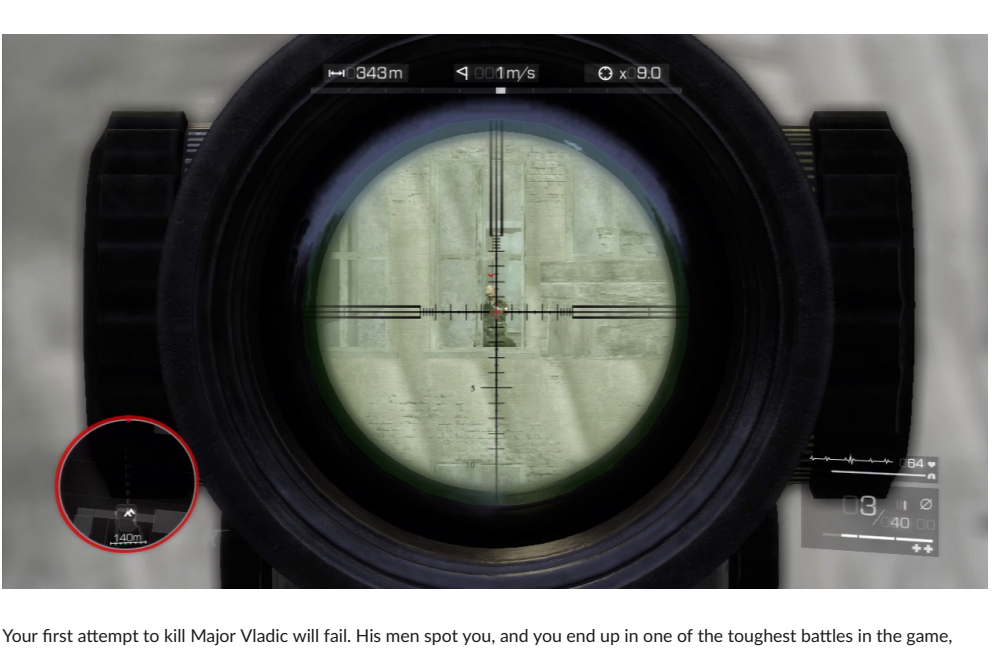
The final bad guy grabs the hostage. With the hostage being used as a human shield, the team can't get at the enemy, but manage to force him out onto the exposed terrace. As the team advances on him and the enemy retreats, line up a shot on the enemy's head or back.

Be very careful to snipe the enemy without hitting the hostage. You certainly deserve an achievement after having to kill the terrorist with a precise shot and not hitting the hostage as well.

Hangman's Knot

Video is restricted

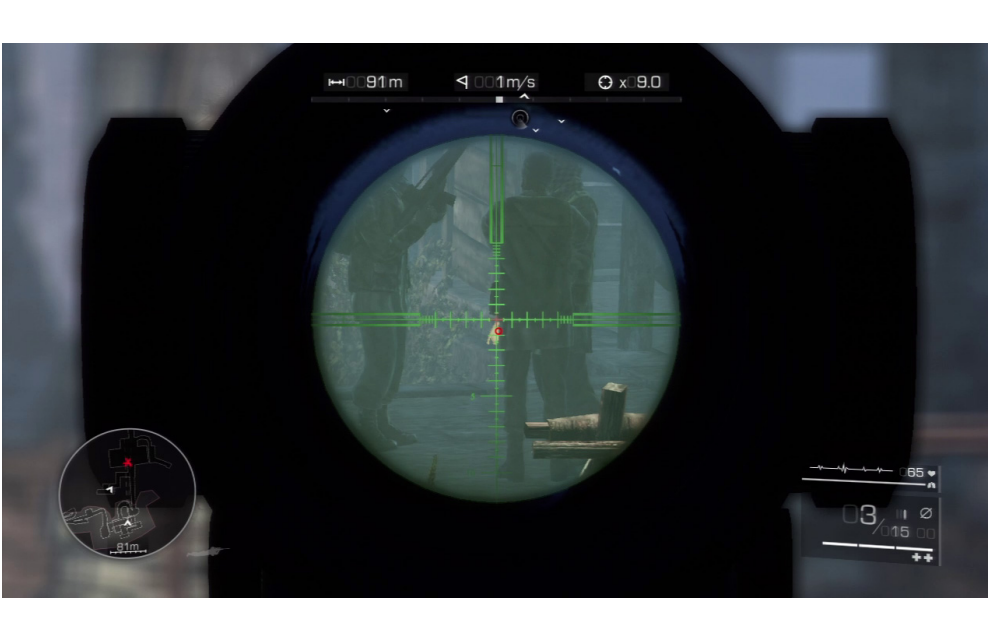

NEW OBJECTIVE
DEFEAT VLADIC
MADDOX: Target second floor, left side!

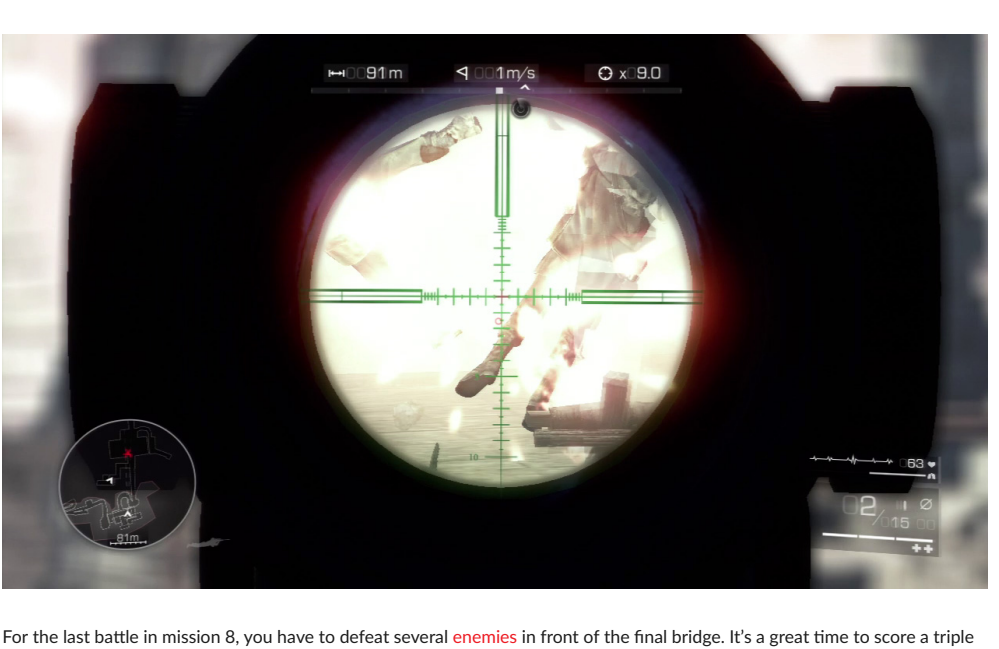

343m
1m/s
x 9.0

Your first attempt to kill Major Vladic will fail. His men spot you, and you end up in one of the toughest battles in the game, fighting rooftop snipers and auto-fire ground pounders. After you dispatch Vladic's guard, shoot the main man himself with a very long shot through the window of the building opposite the abandoned apartments.

Hazardous Materials

Video is restricted

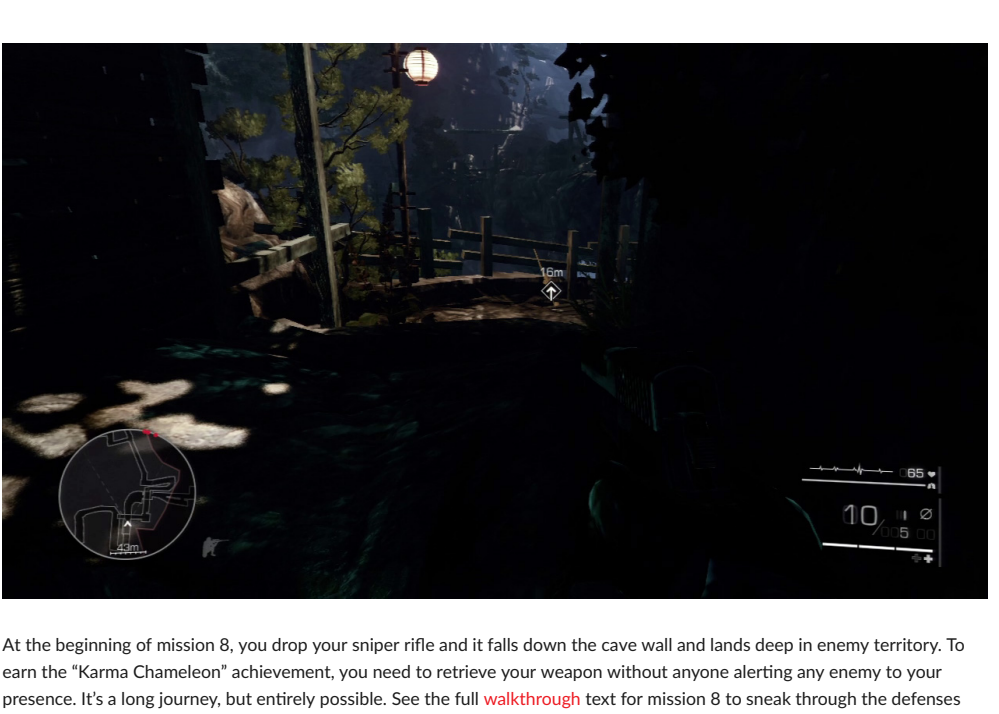




For the last battle in mission 8, you have to defeat several enemies in front of the final bridge. It's a great time to score a triple kill with a grenade. After you pick off the isolated guards, you have three remaining guards huddled on the lower level by the bridge. It's possible to gun them down one by one, but where are the style points in that? If you can nick the closest guard's grenade, you can set off an explosion that will kill all three enemies at once. Zoom on the grenade on the enemy's belt and squeeze the trigger when you're sure you'll hit the explosive. If it goes boom, you kill all three guards and you'll earn the "Hazardous Materials" achievement.

Karma Chameleon

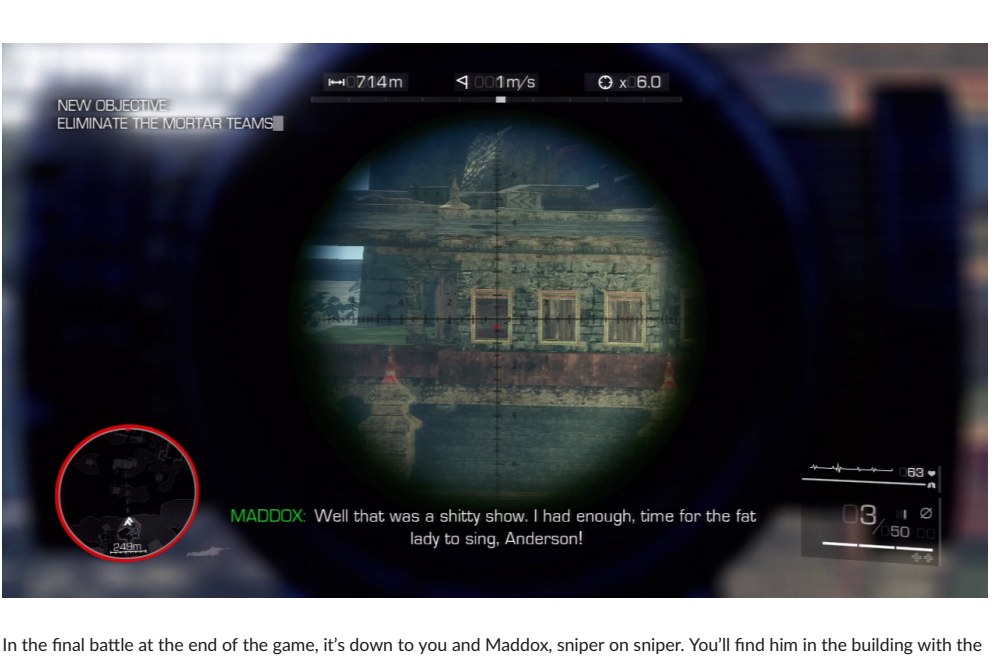
Video is restricted



At the beginning of mission 8, you drop your sniper rifle and it falls down the cave wall and lands deep in enemy territory. To earn the "Karma Chameleon" achievement, you need to retrieve your weapon without anyone alerting any enemy to your presence. It's a long journey, but entirely possible. See the full walkthrough text for mission 8 to sneak through the defenses and recover your weapon.

Laugh This Off & Nemesis

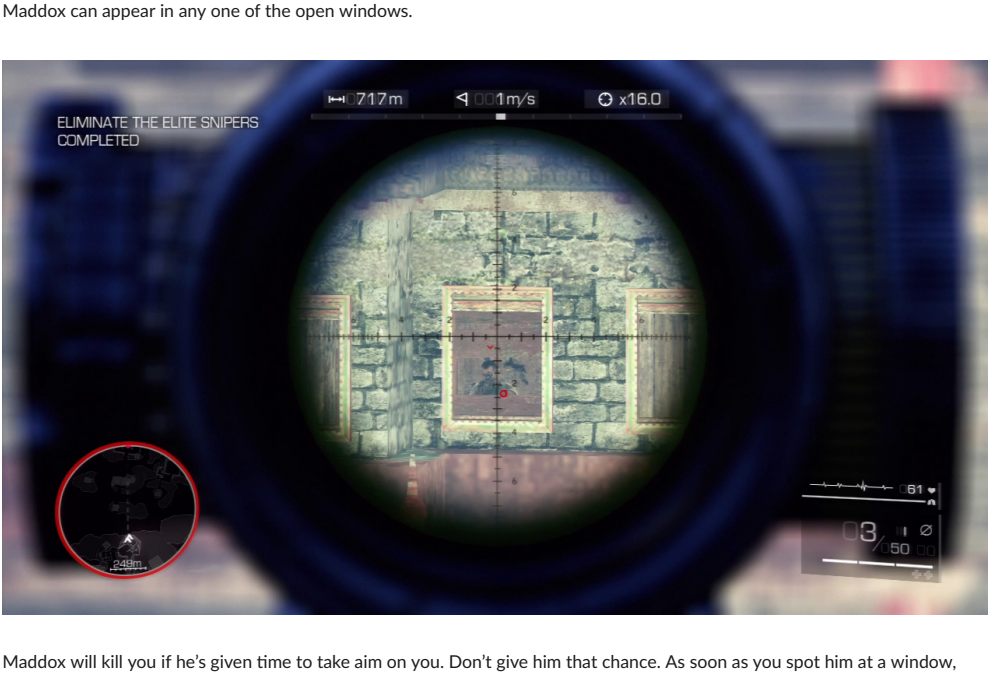
Video is restricted


714m
1m/s
x 8.0
NEW OBJECTIVE
ELIMINATE THE MORTAR TEAMS
MADDOX: Well that was a shitty show. I had enough, time for the fat lady to sing, Anderson!

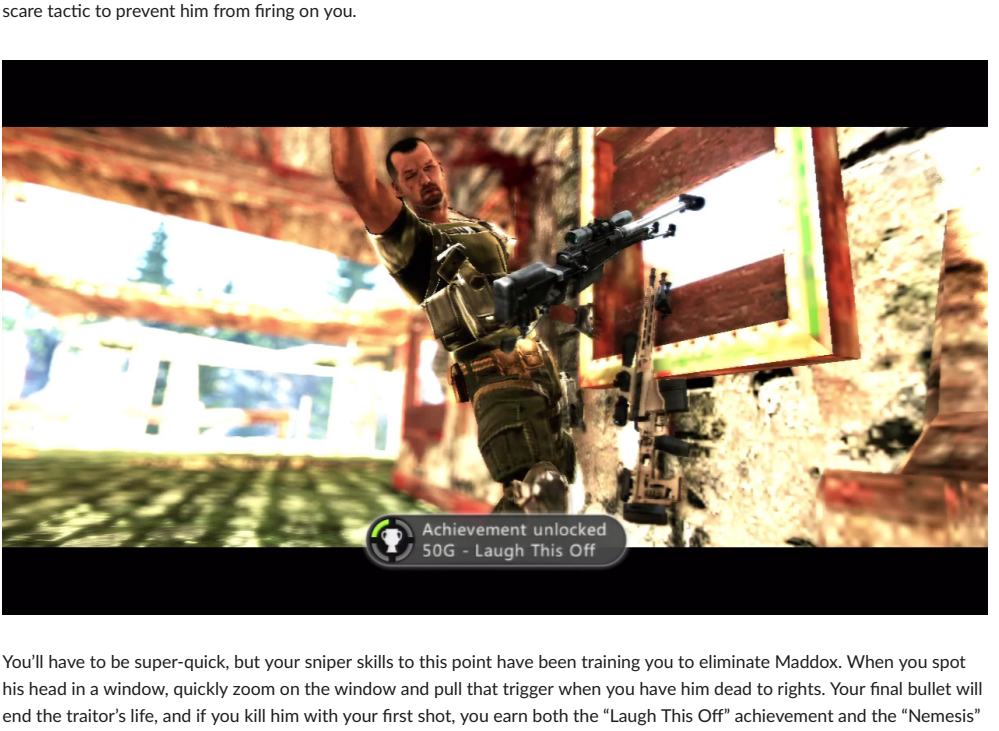
In the final battle at the end of the game, it's down to you and Maddox, sniper on sniper. You'll find him in the building with the long line of square windows.

Some of the windows are boarded-up; other windows are open. Ignore the boarded-up windows and concentrate your attention on the open windows.

Maddox can appear in any one of the open windows.


717m
1m/s
x16.0
ELIMINATE THE ELITE SNIPERS COMPLETED

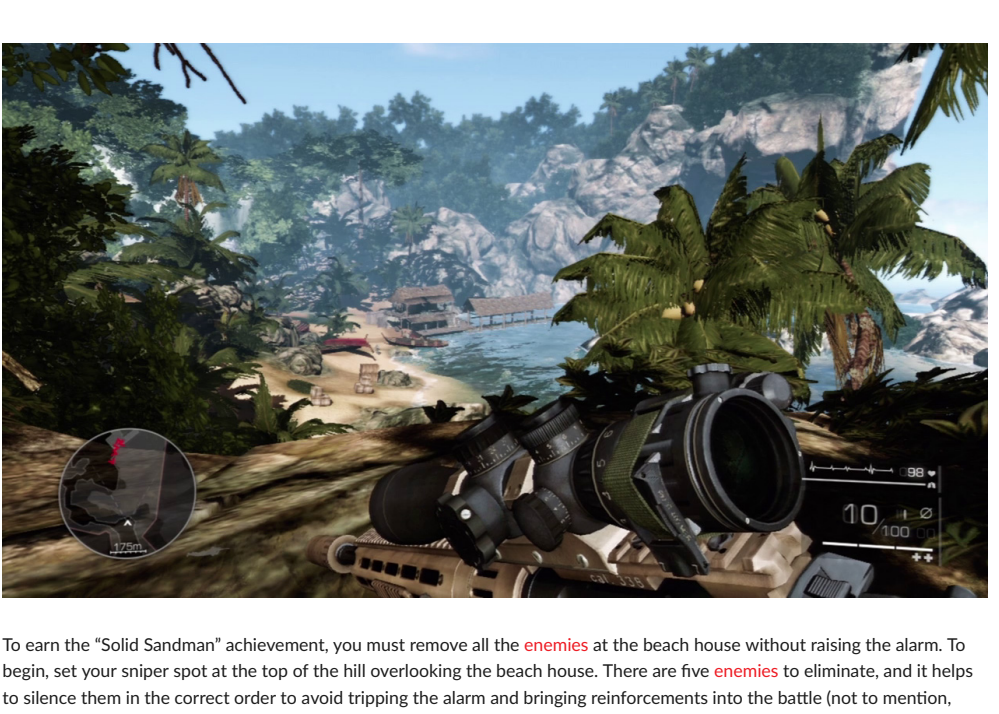
Maddox will kill you if he's given time to take aim on you. Don't give him that chance. As soon as you spot him at a window, zoom on the window. He will duck for cover if he thinks you're taking a shot. Even if you don't get off a shot, you can use this scare tactic to prevent him from firing on you.


Achievement unlocked
50G - Laugh This Off

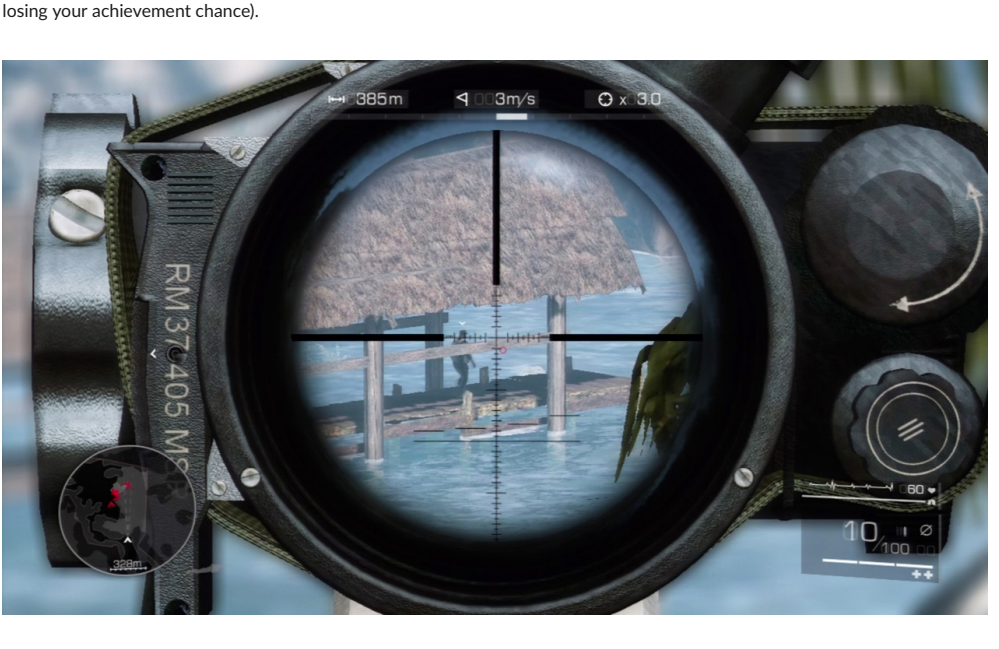
You'll have to be super-quick, but your sniper skills to this point have been training you to eliminate Maddox. When you spot his head in a window, quickly zoom on the window and pull that trigger when you have him dead to rights. Your final bullet will end the traitor's life, and if you kill him with your first shot, you earn both the "Laugh This Off" achievement and the "Nemesis" achievement; otherwise, you earn only the "Nemesis" achievement.

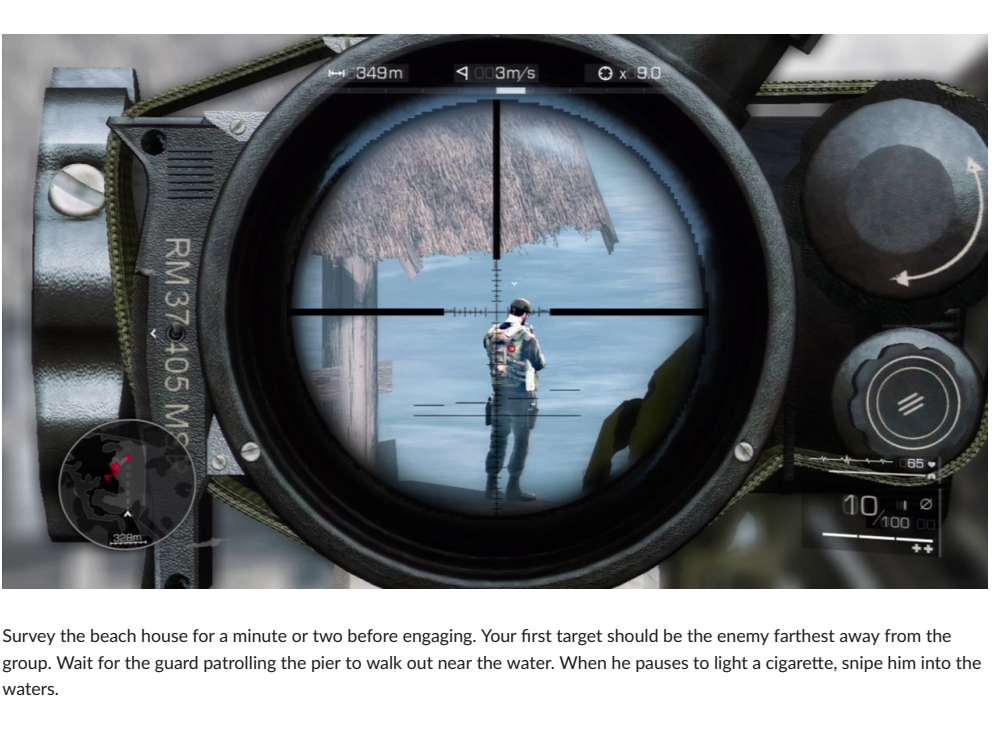
Solid Sandman

Video is restricted

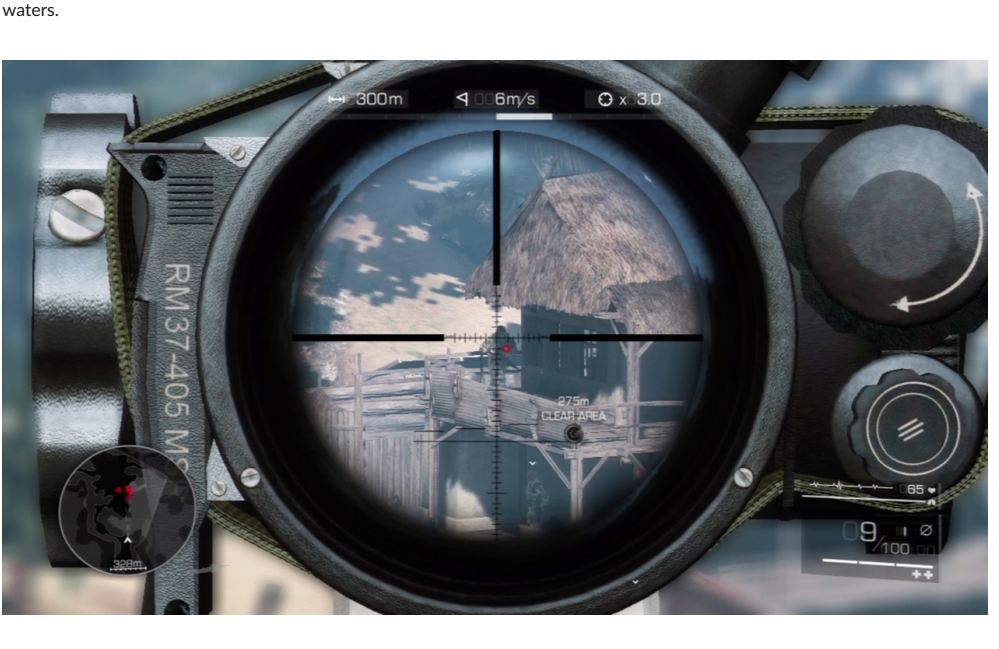


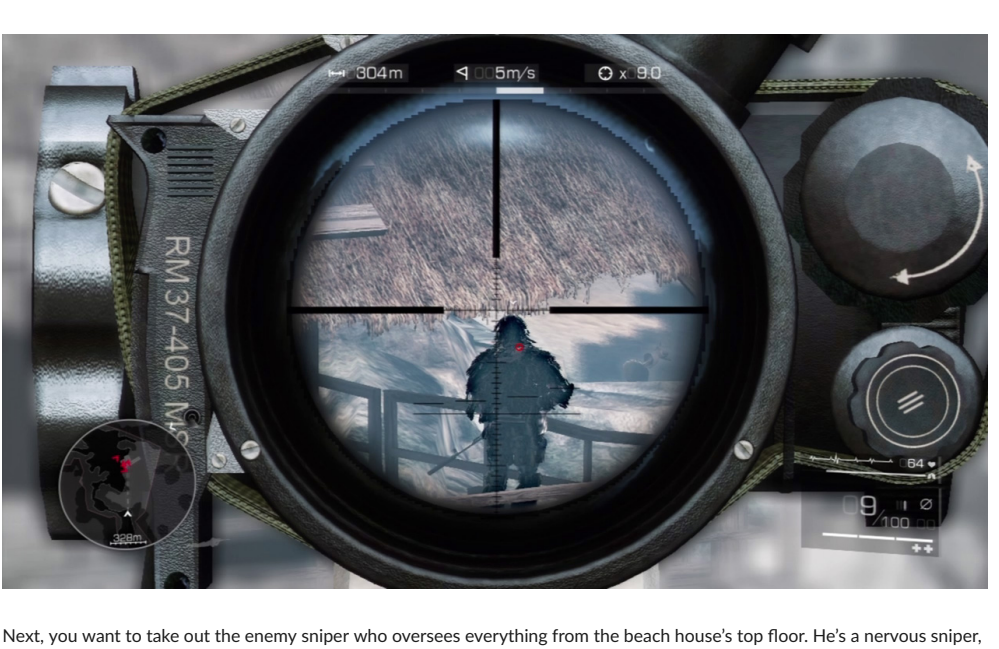
To earn the "Solid Sandman" achievement, you must remove all the enemies at the beach house without raising the alarm. To begin, set your sniper spot at the top of the hill overlooking the beach house. There are five enemies to eliminate, and it helps to silence them in the correct order to avoid tripping the alarm and bringing reinforcements into the battle (not to mention, losing your achievement chance).


365m
3m/s
x 3.0

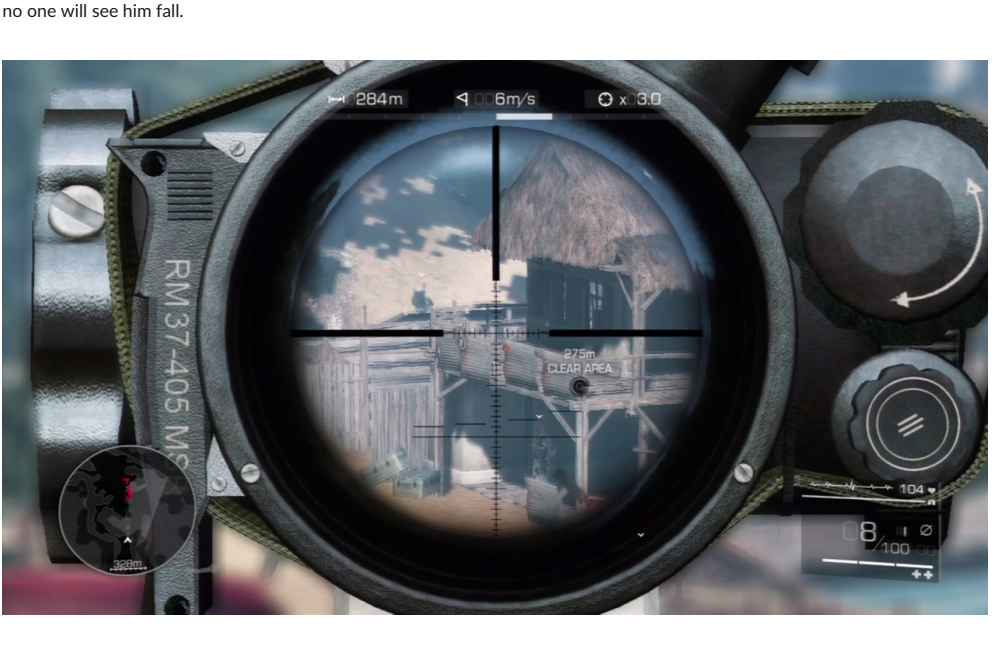

349m
3m/s
x 9.0

Survey the beach house for a minute or two before engaging. Your first target should be the enemy farthest away from the group. Wait for the guard patrolling the pier to walk out near the water. When he pauses to light a cigarette, snipe him into the waters.


300m
5m/s
x 3.0
375m
CLEAR AREA


304m
5m/s
x 9.0

Next, you want to take out the enemy sniper who oversees everything from the beach house's top floor. He's a nervous sniper, circling the house continuously. He does, however, pause momentarily on the right corner of the building. Down him here and no one will see him fall.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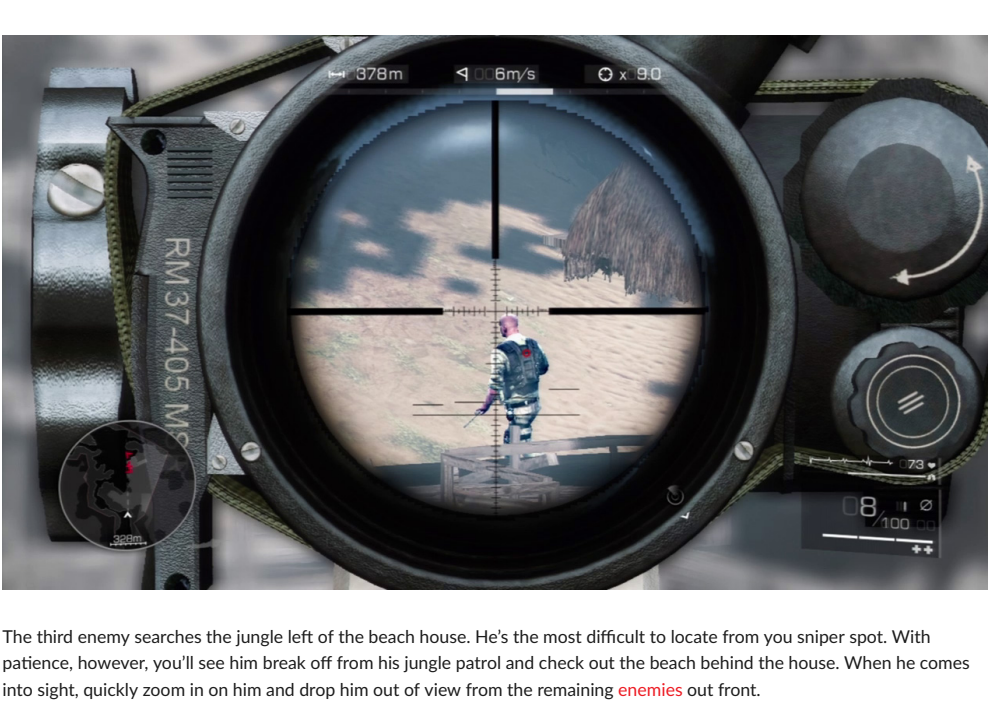
CLEAR AREA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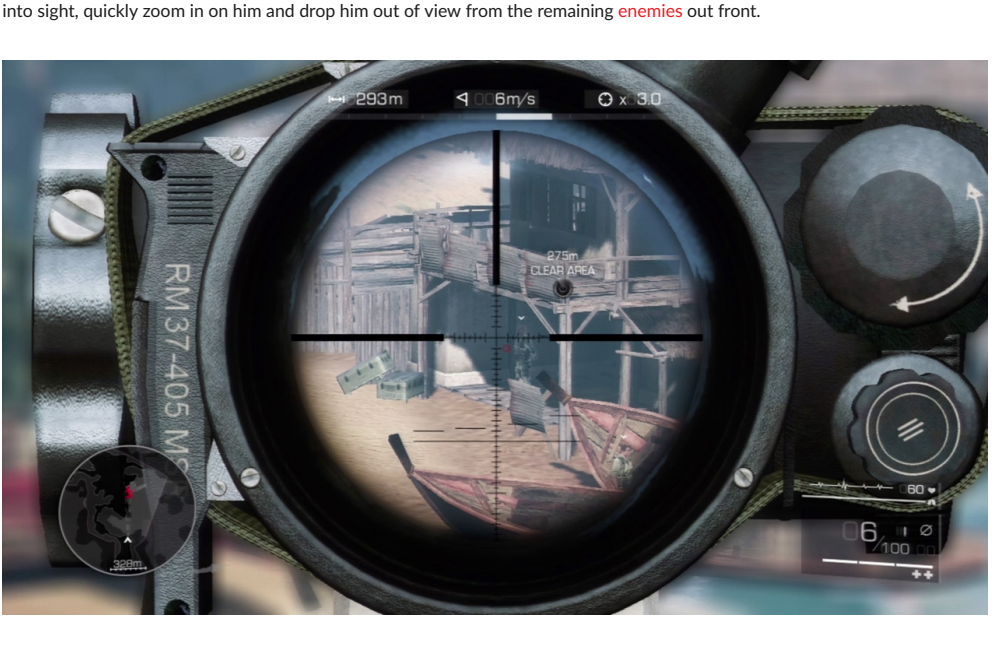
The third enemy searches the jungle left of the beach house. He's the most difficult to locate from you sniper spot. With patience, however, you'll see him break off from his jungle patrol and check out the beach behind the house. When he comes into sight, quickly zoom in on him and drop him out of view from the remaining enemies out front.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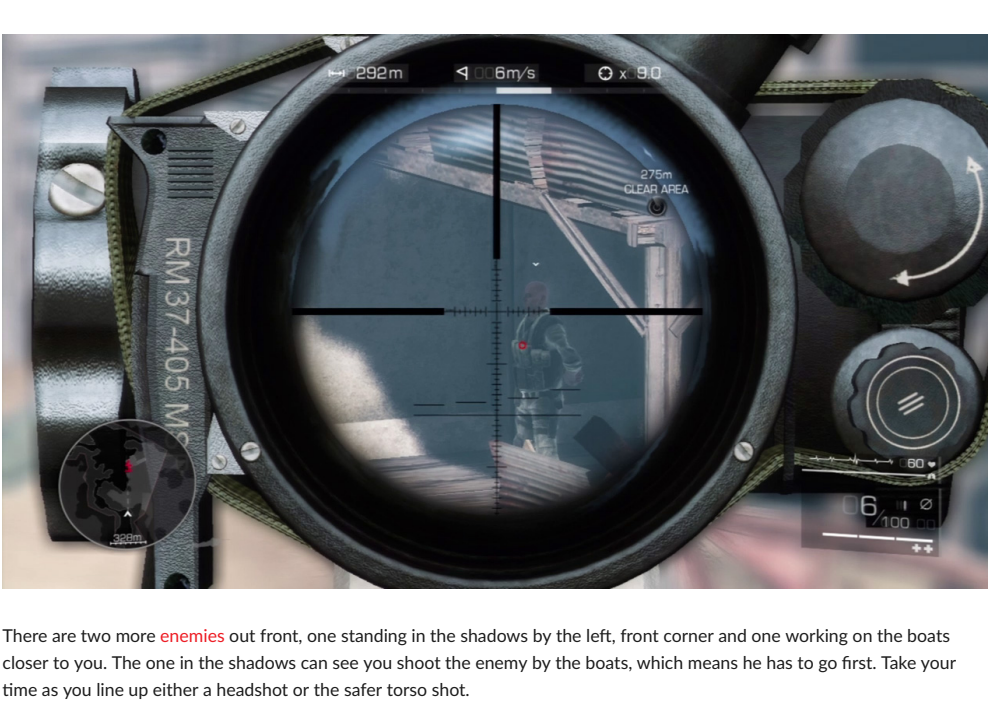
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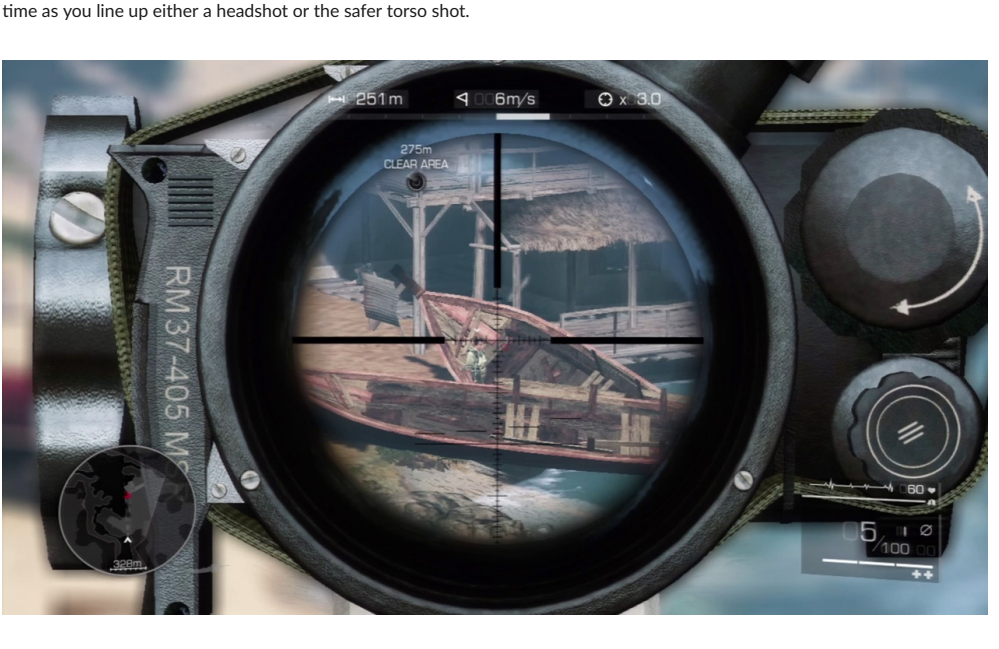
CLEAR AREA

There are two more enemies out front, one standing in the shadows by the left, front corner and one working on the boats closer to you. The one in the shadows can see you shoot the enemy by the boats, which means he has to go first. Take your time as you line up either a headshot or the safer torso shot.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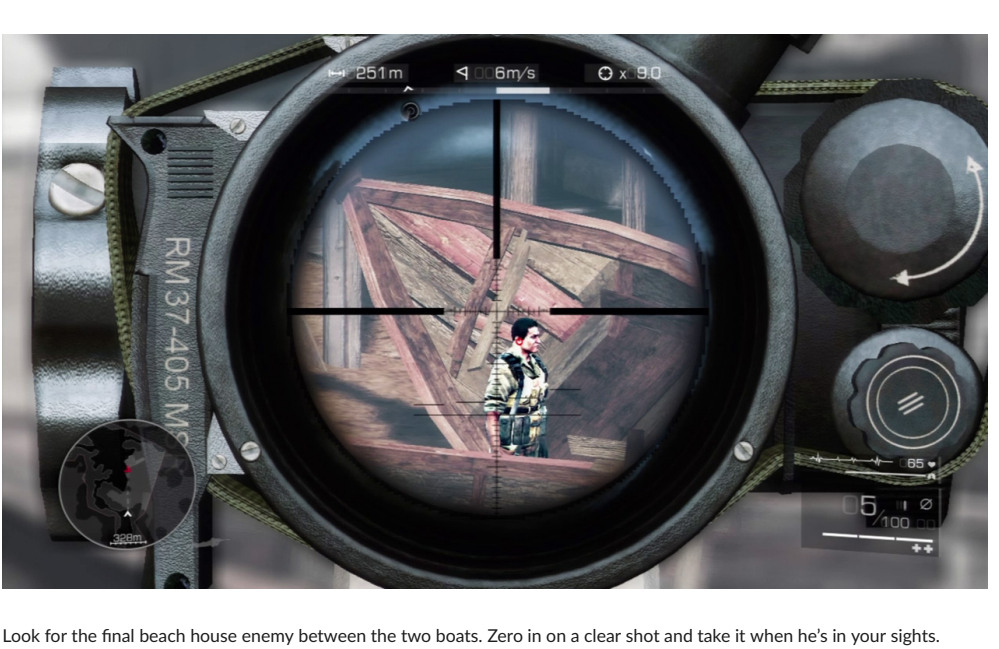
CLEAR AREA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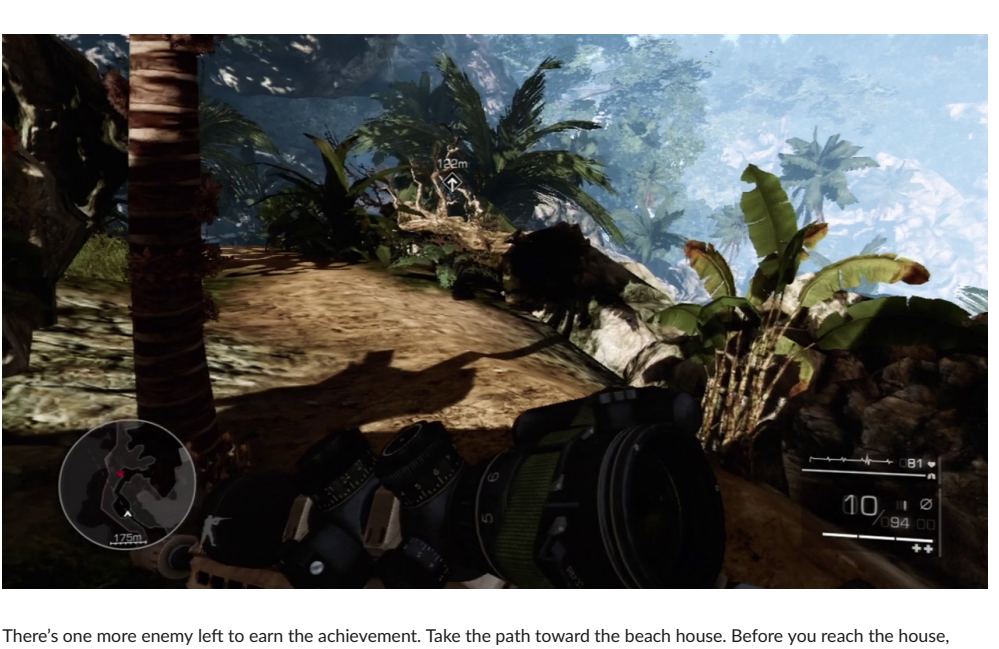
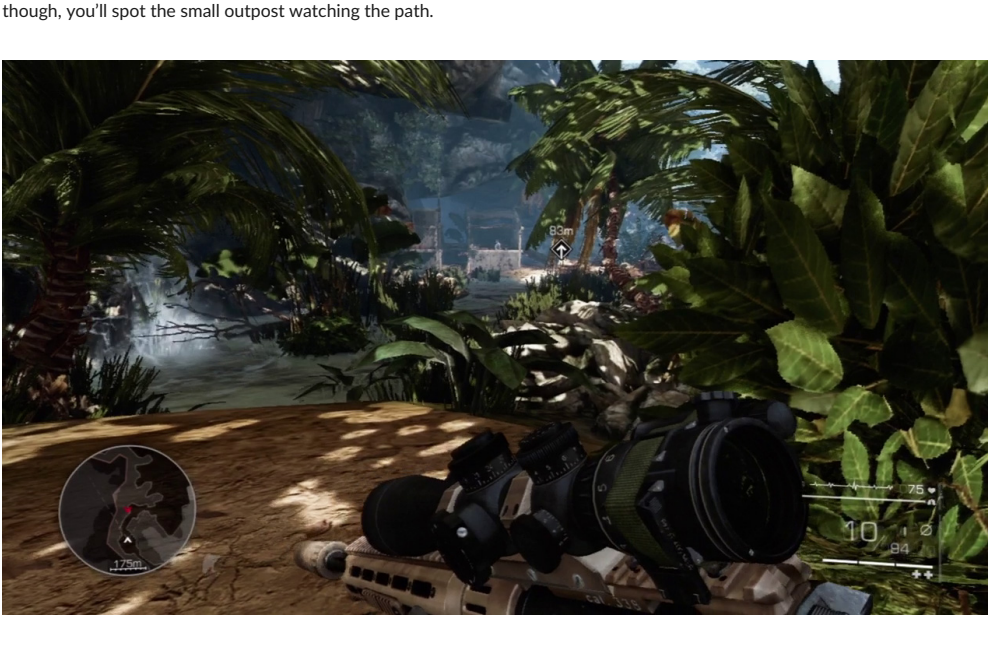
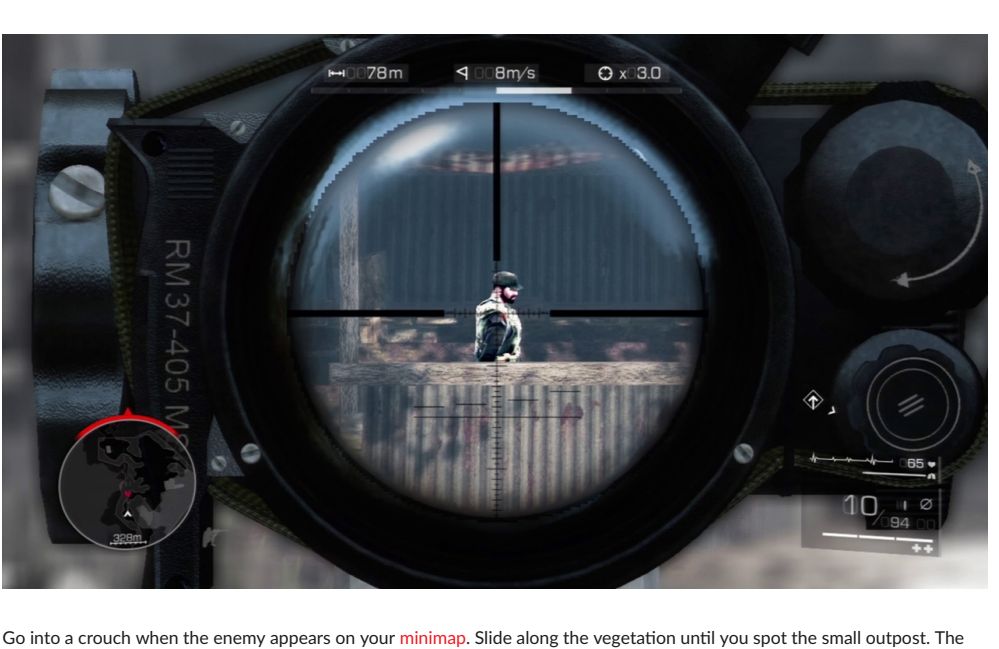
x 9.0

Look for the final beach house enemy between the two boats. Zero in on a clear shot and take it when he's in your sights. When he falls, it's clear to proceed.



There's one more enemy left to earn the achievement. Take the path toward the beach house. Before you reach the house, though, you'll spot the small outpost watching the path.





Go into a crouch when the enemy appears on your minimap. Slide along the vegetation until you spot the small outpost. The enemy watches the path, so either drop into a prone position and pick him off from the edge of the vegetation or take a step out into the open and unload on him with a quicker shot from the crouch position. Once he falls, you collect your achievement.

Videos

Video 1: Communication Breakdown

Video is restricted

Videos

Video 2: From Out of Nowhere

Video is restricted

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Videos

Video 3: Leave No Man Behind

Video is restricted

Videos

Video 4: Operation Archangel

Video is restricted

Videos

Video 5: And Justice For All

Video is restricted

Videos

Video 6: Ghosts of Sarajevo

Video is restricted

Videos

Video 7: Knife in the Dark

Video is restricted

Videos

Video 8: Burning Bridges

Video is restricted

Videos

Video 9: Bad Karma

Video is restricted

Videos

Video 10: No Loose Ends

Video is restricted

Videos

Back to School Achievement Video

Video is restricted

Videos

Guardian Angel Achievement Video

Video is restricted

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Hangman's Knot Achievement Video

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Hazardous Materials Achievement Video

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Karma Chameleon Achievement Video

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Laugh and Nemesis Achievement Video

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Solid Sandman Achievement Video

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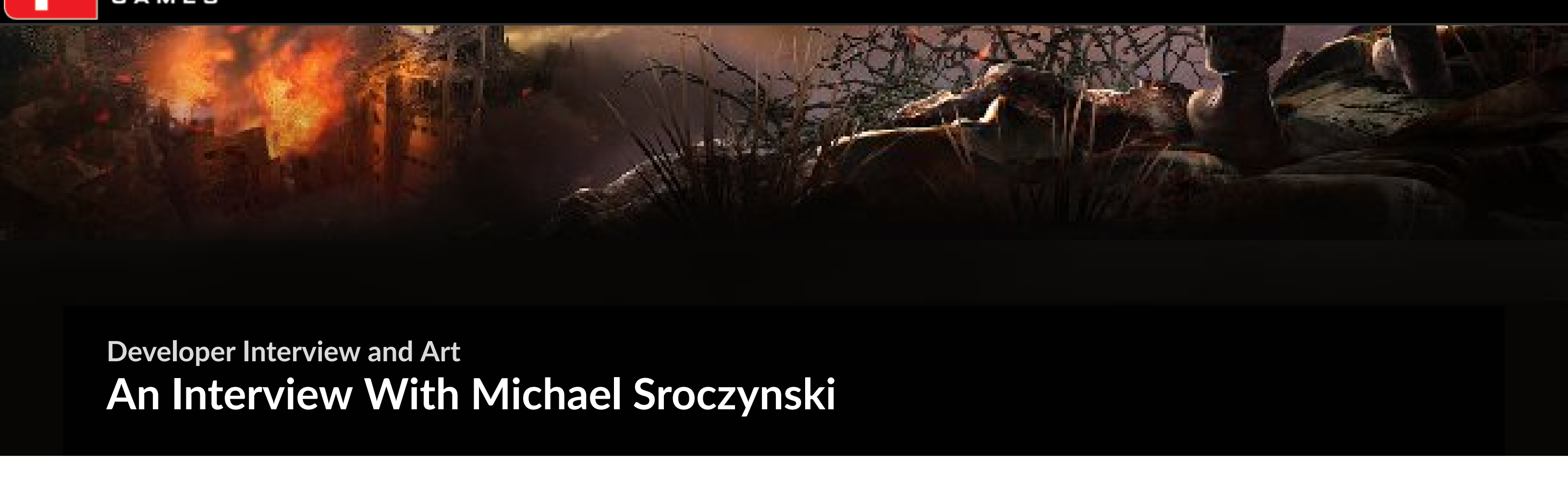


Developer Interview and Art

An Interview With Michael Sroczynski

SNIP
2
GHOST WARRIOR

Responses provided by the Sniper Ghost Warrior 2 Game Producer "Michael Sroczynski"

What went into deciding to build the game using CryENGINE3?

When building a sniper-oriented game it was very important for us to make the player feel as if they were looking through the eyes of a real-life sniper. CryEngine3 gave us the power to add all the necessary details of how modern military gear and environments look and feel. The amazing detail you'll find in the scopes, night and thermal vision, urban and tropical environments, lighting effects, etc., it's all here.

Throughout the development process for Sniper: Ghost Warrior 2, both CI Games and Crytek worked in conjunction to maximize all opportunities for creating unparalleled gameplay. By sharing experiences and expertise, we were able to maximize the use of the engine tools and tailor them specifically for our unique sniper experience.

How did the Sniper Ghost Warrior sequel come about?

When you sell more than three million copies of a game, it means you did something right. The players clearly showed us that they like the sniper sub-genre of FPS games and we worked extremely hard to deliver an even more polished and balanced product.

The first Sniper Ghost Warrior was a huge lesson for CI Games on so many levels. We gathered a great deal of feedback, both positive and negative, from those within the industry and from the Sniper community. When we started designing Sniper Ghost Warrior 2 we sat down and analyzed this feedback to ensure we would make a game that would exceed players' expectations

Were there any unique challenges that the team faced in making a sequel?

Yes. First of all, we had to face the different pacing challenge. Your typical FPS game is usually a very fast paced game, full of explosions and on-the-spot twists. Sniper Ghost Warrior 2 is a stealth and tactics oriented game.

The challenge we had to face was to balance the game just right – it had to be filled with adrenaline and yet not utilize the spray and pray gameplay mechanics gamers are used to in other titles. We also had to give gamers something that is rarely present in other games – a true and unique sniper mechanic and then we had to balance that right.

A game where you shoot enemies from a mile away and they don't even see you would just be boring in the long run. That's why we had to introduce a mechanic like group behaviors, flanking maneuvers and "teach" the enemies to approach you and not shoot you from 500m from the hip. This was difficult but we did manage to make it awesome.

The game takes you through a variety of unique environments. What went into deciding which locations to choose?

Many factors. First of all, games are meant to take you to places you'd normally not see. You want to get in the shoes of your favourite character and do stuff that's not normally present in your everyday life.

Since snipers operate in every environment, we decided to take those, which would be the most attractive to contemporary players. Very few of us will ever visit Sarajevo or Tibet, so we feel we are truly transporting your average player in to environments that they are unlikely to ever visit in the real world

The environment in which the sniper works in is very important for the tactics he uses. In Sniper Ghost Warrior 2 we introduce three types of environments: The Philippines is our jungle environment, war torn Sarajevo is our urban environment and Tibet is our mountain environment.

CryEngine3 allow us to make the environment have an even greater influence on the gameplay than simply providing different types of cover and sniping spots. The player will have to make use of these environments, for example spotting enemies when they run through bushes by the movement of the vegetation or diving under water to avoid being spotted.

Did the team travel to any of the locations featured in the game?

Yes, we had a team of representatives visit some of the more accessible locations in the game. We took a lot of photos and in cases where this was not possible, we utilized the help of our partners, who provided excellent reference materials.

What's your favorite moment in the game?

It's definitely the moment when the projectile reaches its target. Since Sniper Ghost Warrior 2 is all about every thought that passes through your head before you pull the trigger, the moment when you hit (or miss) is one of the most exciting ones.

The story takes the player on a wild ride, jumping to different moments in time that are seeded with unexpected surprises and double crosses. How did the story line come about? What was the thought process behind the plot development?

We wanted Sniper Ghost Warrior 2 to provide a true movie-like experience but without sacrificing the gameplay. With this in mind, the people who were behind the plot designed it in such a way, so the gamers feel like they're creating the movie, not just watching it.

We have cooperated with a few acclaimed movie writers on the main plot. Their role was mainly to provide a firm "scaffolding" to our ideas on how the game should feel. When you work in the movie business you get a totally different perspective on how to engage your audience.

Since we wanted parts of Ghost Warrior 2 to feel really cinematic, we needed someone to look at our ideas from a fresh perspective. On the other hand, our internal narrative designers were ensuring the game didn't go too far and become a movie-like experience where you watch more than play.

This mutual check-system played a crucial role in delivering what we think is the best sniping experience out there.

There are a lot of first person shooters available on the market, but no other game is purely from the sniper's perspective. What unique challenges did you face making this type of game versus your typical FPS?

Long distances. It's really hard to design levels in such a way so the player can experience beautiful vistas, see the enemies and derive fun from the game at the same time. As previously mentioned, the pacing is also the case, we had to take particular care of the gameplay to make the enemies a threat whilst at the same time conveying the sniper-long-shot experience.

We came to the conclusion that there is huge group of gamers out there who are more excited about the tactical approach to the shooter genre. They like to plan their actions, prepare carefully and then take down the target. Sniper: Ghost Warrior 2 is a game crafted for them. It's not about running into battlefield and getting yourself killed in five seconds.

Do you have any tips or suggestions for readers who are tackling Expert Mode for the first time?

It is true that playing on the highest difficulty levels changes the gameplay tremendously compared to playing on casual or normal levels. This is done by taking away onscreen simplifiers that make it easy to place your shots and to navigate in the world of Sniper Ghost Warrior 2.

Once the game was in a playable state we played it with real snipers and got some feedback that inspired us to add some changes. The first most significant change is the Motion Sense Trigger System which makes the way you pull the trigger of the controller have an effect on your shot placement and rifle stability in the game.

If the player pulls the trigger too roughly, for example in the heat of battle, the shot will cause more recoil in comparison to if the trigger is pulled smoothly like a real life sniper would. The second change we implemented is a greater importance to the stance that the shot is taken in.

Firing these heavy rifles when standing up makes the stability much lower than when crouching or laying down. In Sniper Ghost Warrior 2 it is always best to find a well concealed sniping spot, allowing the player to take a better shooting stance.

Be patient. Shooting is a skill both in real life and in Sniper Ghost Warrior 2. Observe your target, plan ahead. See how the wind influences your shot and calculate the drop. If you're not sure where the bullet will land, fire a round and then compensate. With time, you'll get the skill required to be a true expert.

Where there any crazy moments or unexpected mishaps during the game's development?

We were creating a version for an important event where we had fixed a lot of problems. With just one day left to deadline, suddenly on one of the builds, the spotter instead of following his usual path, decided to commit suicide by jumping of the edge! We were in shock. We didn't know if we should start laugh or cry.

In the end it was actually an easy thing to fix but it's a shame you weren't able to see our faces at that moment! .

Setting off an alarm can certainly get your blood pumping. What was the thought process behind building and tuning the AI?

We have reworked the AI system of the enemies to make them act much more realistically and react to the player in a much more natural way. First of all, they will not be able to accurately shoot at the player unless they get him in the range of their assault guns (the exceptions are, of course enemy snipers – these need to be treated as priority targets!).

To do this they will move from cover to cover to shorten the distance. What is cool, is that they will act differently depending on how many there are. If you alarm a larger group of enemies they will be pretty aggressive in engaging the player, but if the group is simply 1 or 2 units, they will become much more defensive and will rather stick to cover and hope the sniper forgets about them.

Once the alarm is raised in an area and the enemies start fighting against the sniper, some of them will also seek alternative routes to try to surprise the player by flanking.

How was your experience working on Sniper Ghost Warrior 2 different from the original?

We already had a lot of experience on how to make a good sniper game. We spent a lot of time on gathering feedback from gamers and merged it with our ideas to get the best possible sniper experience out there.

Having created a sniper game in the past, it's far easier to make another one, since you know what works and what does not. Example? Gamers clearly stated that they do not want "assault sequences" (i.e. situations in which you carry an assault rifle) in the game. Due to this gamer feedback, we took that out.

Are there any new features in this game that you're particularly excited about?

Sniper: Ghost Warrior 2

features a comprehensive system of immersive sniping mechanics — the only game that specializes in the art of shooting, no matter how minute the details. It reflects the bullet ballistic qualities and accounts for the human factor, taking into consideration the state the sniper is in. Players will have to keep in mind their stance, hold their breath when shooting and calculate range of the shot.

What's more, Sniper: Ghost Warrior 2 comes complete with an array of military gadgets, making the gameplay much more fluid and realistic. The job of a modern sniper is not limited to getting into the position and taking the shot.

It is also about reconnaissance, spotting enemies, and safeguarding your own position. With gameplay realism in mind, CI Games decided to give the main hero some new gear. Players will be able to use a variety of equipment, including:

Thermal vision goggles, Night vision goggles and Binoculars.

We're very excited about all these features.

Take Thermal vision, for example. We all love it and use it quite frequently. You get this Predator feeling, but instead of a shoulder cannon, you get to play with toys that make holes in engine blocks. We also love how the cooperation with the spotter works.

In our humble opinion, it's one of the most immersive experiences out there and the players should really like him. Last, but not least is the Motion Sense Trigger system. This is something that has been included in a sniper game for the very first time.

You'll be less accurate when you jerk the trigger, than when you pull it slowly. It's really immersive and we're proud of it.

Is there a weapons expert on the team? What made the team pick these particular sniper rifles?

The devteam was coached on how a real sniper rifle operates, what the crucial factors are in operating one and then practiced that on the range. I think that what they've learned is really visible in the game and will provide gamers with that extra layer of authenticity they come to expect of SGW2. One very cool feature we introduced thanks to this is what we call the Motion Sense Trigger System mentioned before

As for consulting, we've talked with several real-life snipers that had participated in contemporary conflicts (Iraq and Afghanistan). It's not only the guns and their feel that they helped us to recreate, it's also the feeling of being a real sharpshooter.

After studying tons of materials about sharpshooters both documental and in pop-culture we came with a model that is appealing to gamers who wish for a more hardcore experience and to gamers who just want to flow through the game enjoying the story line and the possibility to be the predator.

The magic ingredient here is that this is not "yet another game for everyone and no one", it's a challenge but with a well-balanced learning curve.

Do you think there is a particularly challenging spot in the game? Do you have any tips for how to make it through?

Several spots may prove difficult at first approach. And there's always one answer. Oh, maybe two. It's patience and practice. Just like a real sniper.

What's your favorite part of Sniper Ghost Warrior 2 multiplayer?

You got killed by the same guy few times in a row. Now after many minutes of lying prone and looking around, you've finally found him. You have his head in the middle of your crosshair and you are about to taste your revenge.

How do you balance realism with entertainment in this type of game?

We ask ourselves the question: "would doing that be fun?". For example, would sitting in the bushes for 5 hours straight be fun? Would hitting the target where the crosshairs aim without any bullet drop be fun? For some gamers, maybe.

For most gamers, probably not. Ghost Warrior 2 is built on such assumptions and the feedback we've received has assured us that this is a good way to design games. Our objective was to make the gameplay fun also for the more inexperienced players and keep the authenticity of the sniper experience.

To what do you attribute the success of this franchise?

We have obviously analyzed the success of the first Sniper Ghost Warrior and came to believe that the feeling of being in charge of the situation is what is so appealing to the player when playing a sniper game, or in fact playing as the sniper in any other game.

Observing the unaware target, waiting for the perfect moment to pull the trigger can be easily compared to what a hunter feels. This is truly an empowering feeling! Also, being able to take it slow with no need to rush into battle, figure out your perfect strategy, make the call to engage or try to avoid a confrontation may be a great feature for less experienced players.

With Ghost Warrior we wanted to explore the niche of sniping on the modern battlefield. Most games have some sniping segments or feature the sniper class but our initial research (and later, the sales) showed that gamers want more. With almost no games like that around, we considered SGW a sure bet. And it was a success.

What's it like working on the Sniper Ghost Warrior 2 development team?

This is a group of very experienced people and they are very devoted to their work. I can't imagine a better team to work with. It was all about teamwork and listening to each other. Together we have created game that will hopefully be considered as the most authentic sniper game of all time.

What do you hope people will say about Sniper Ghost Warrior 2?

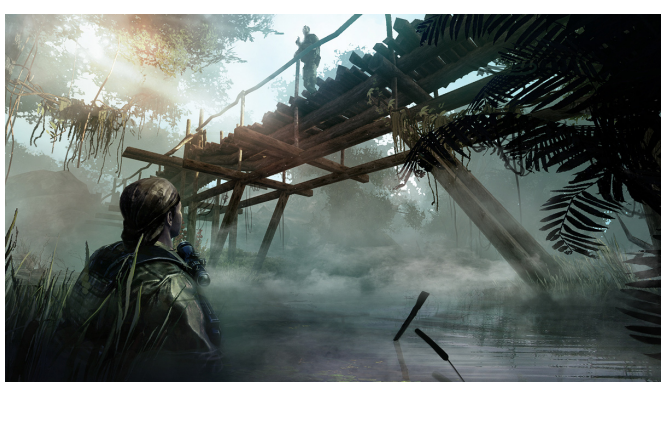
That they think this is a great sniping game. That for these few hours they really felt like a real sniper on the battlefield. After so much time spent in development, this will be the greatest reward I could receive.

Is there anything else you'd care to share with our readers?

Move silently, aim for the head, listen to your spotter and you will be fine.

SNIPER 2
GHOST WARRIOR

SNIPER 2
GHOST WARRIOR



Sniper Tactics Book

Sniper Tactics Book - Introduction

WARNING!

The information, training practices, strategies, and methodology presented in this Handbook are for entertainment purposes only.

This Handbook is not intended for use in sniper training or to acquire the “real-life” skills required of military snipers.

The scenarios and practices presented in the Handbook and the game, “Sniper: Ghost Warrior 2” (the “Game”) are extremely dangerous, not for re-creation in “real-life”, and, if put into practice outside the Game could lead to severe injury or loss of life.

City Interactive urges you to exercise extreme caution and obey all laws whenever you handle a firearm.

CITY INTERACTIVE WILL NOT BE LIABLE FOR ANY LOSS, DAMAGE, INJURY, OR LOSS OF LIFE CAUSED BY ANY PERSON WHO CHOOSES TO DISREGARD PUBLIC SAFETY BY EMULATING THE PRACTICES, STRATEGIES, AND METHODOLOGIES, PRESENTED HERE FOR USE ONLY IN THE GAME, IN ANY OTHER SITUATION OR SCENARIO.

The Sniper Tactics Book was written by Royce Coleman

Sniper Tactics Book

Royce Coleman Bio & Introduction

In the spring of 2001, I enlisted in the Army. I graduated from basic training on September 7th. The next week's events added special urgency and new purpose to my training.

By November, I had been assigned to a Ranger unit and I was in Afghanistan by December.

After two tours in Afghanistan and the invasion of Iraq, I joined a Stryker battalion's reconnaissance platoon as a sniper.

I was eventually promoted to recon squad leader and deployed to Iraq for a year.

Upon leaving the Army, I was hired by a private security firm as a "designated defensive marksman" (corporate-speak for "sniper") and served in that role throughout southern Iraq for nearly three years.

During my eight years in the military and private security, I have had the pleasure of serving with many talented and knowledgeable snipers, learning as much as I could along the way.

I have distilled some of the more interesting aspects of this collected wisdom and present it to you in this handbook.

Introduction

The intent of this guide is to lead you through the phases preparation and execution of a mission while highlighting the important factors you will have to consider at each stage.

This guide cannot hope to be an exhaustive review of every aspect of the sniper's job; rather it distills the body of knowledge to the most interesting and relevant points.

THIS HANDBOOK WILL SEND YOU DOWN THE PATH TO THINKING LIKE A SNIPER.

Preparation

Mission Planning

Tip

The sniper should do a terrain analysis of a mission area before performing the mission.

At a minimum, this will require studying maps and satellite or drone imagery. If possible, try to get a view of the terrain by riding along with another unit or drawing on your memories from previous missions in the area.

Factors to consider during the analysis will include "cover" and "concealment", fields of view, fields of fire, important routes and terrain features and, if applicable, possible landing zones for helicopters.

"Dead-space" is the name given to regions in your sector of observation that you cannot see. Examples include trenches, the areas behind berms, and dry riverbeds.

A terrain analysis will give you an idea of where such regions will be and allow you to begin thinking about how to compensate for such regions in your scanning plan. Perhaps you will monitor the exits to such regions.

Route Planning

When planning your route, make a list of noticeable landmarks that can serve as navigation aids or checkpoints.

Consider setting up a backstop on certain legs of the route, e.g., "if I reach the clock tower, I've gone too far". Do your best to commit as many of your landmarks, checkpoints, and backstops to memory as possible.

The less you are forced to consult your map during the infiltration phase of your mission, the lower the likelihood of compromise. This consideration is doubly important when navigating at night as even a dim red map-reading light will attract the attention of an alert enemy.

Your terrain analysis should have made clear likely enemy positions, and what the fields of view and fire are from those positions. A route that must go through these enemy fields of view should make use of dead-space.

Attempt to circumvent large open spaces like clearings, parking lots and the like. Traveling on roads and trails increase the likelihood of being spotted. If your route takes you parallel to a road or trail, consider "hand-railing" the road or trail.

Hand-rail a road by maintaining a fixed offset from the road and traveling through a region near the road with good concealment. For example, if there is a road that passes through a wooded area, stay in the forest but keep the road in sight so that you can use it as a continuous landmark and monitor its traffic.

But take care to remain concealed from view by those who would use the road. If you must cross roads, trails, or streams, do so quickly and have a member of your team cover you while you cross. When you reach the other side, return the favor.

For each leg of the route, you should have a plan in place in the event you are compromised. This should include a route to retreat back to a safe area that does not require you to retrace your steps.

It is possible you could be compromised from the rear, preventing you from retracing your steps. The final phase of your route plan should include provisions for gaining access to and clearing your "hide".

Hide Selection

An ideal hide will offer cover, concealment, excellent fields of view and fire, an easily defensible position, multiple escape routes and an unremarkable appearance when seen from the outside.

In actuality, hides will rarely have all these qualities; some compromises will have to be made between the considerations. For example, the crest of a hill offers the best fields of view and fire, but it is also the most obvious spot to look for a sniper.

Moreover, the sniper would be "sky-lighted", having only the blue sky behind him showing the enemy a clear silhouette of the sniper. Compromise between these two considerations by moving down the hill from the crest, sacrificing some visibility but gaining concealment. The same applies to the roofs of tall buildings – consider an upper floor, rather than the roof.

Tip

Care should be taken to avoid placing hides on or near well-traveled paths, by humans or animals.

For example, ponds are magnets for wildlife. A hide near a pond will almost certainly cause a change in the behavior of the wildlife which an alert enemy sniper will notice.

Urban hides present a unique set of challenges to the sniper. A hide in an abandoned building will be preferable to one in an occupied building as it reduces the chance of being noticed by the civilian population.

However, if there is only one abandoned building in the mission area, the obvious choice is the most dangerous choice. It might be preferable to accept the risk of being noticed by a civilian in an inhabited building rather than the much higher risk of being spotted by an enemy that knows to look for you in the only abandoned building in the area.

When setting up in a room, the muzzle of your rifle should not breach the plane of the window. In fact, your rifle should be recessed back from the window as much as is possible while still affording you the necessary fields of view to accomplish your mission.

The farther back from the window you are, the less likelihood of any exterior light source shining upon you. **Consider placing some camouflage netting up in a window to create an artificial shadow.**

Tip

In both urban and non-urban missions, it is vitally important that your hide offer you a "ballistic loophole". This is a path of safe passage for your bullet where it will not be impinged upon by camouflage netting, twigs, leaves, and such.

An impact with even the lightest object will impart a lateral component to the bullet's momentum that will stay with it over the course of its flight and deflect the bullet from your point of aim.

But the ballistic loophole need only be large enough to allow a bullet to pass (and, ostensibly, the line of sight through your scope). To that end, windows might be excessive. If you find a building in an advanced state of disrepair, consider using holes in the walls or holes in sloped roofs.

It will be harder to spot you and it is a less obvious place to look for you.

Sniper Tactics Book

Getting There

Movement Techniques

Stalking a target is a slow affair. Do not feel rushed; your motion should be measured in inches and feet, not in miles. The sniper's tactical advantage comes from not being seen. This will often require crawling and very slow walking.

When concealment is scarce or very low, the lowest of the crawls, the "sniper crawl" may be necessary. This crawl requires that every part of the body that can be laid flat is laid flat.

The feet are splayed out, the head is turned to the side, the rifle is laid on its side, gripped by its sling. The sniper will push with the toes and pull with the fingers.

The medium crawl is for when concealment is slightly higher or progress needs to be slightly faster. The additional height of the concealment allows the sniper to push with a leg and raise the torso an inch above the ground, but the head should still be as low as possible and the rifle is still dragged by its sling.

The high crawl permits the sniper to cradle the rifle in the crooks of his or her elbows and use the elbows to assist in crawling. The head and torso are off the ground.

If concealment permits, the sniper may move on his or her knees and one hand, the rifle held in the other hand.

Use the various crawls for the final approach to a hide or a firing position. However, most of the ground will be covered by walking. The sniper should take great care to walk softly and slowly. The knees should be bent and the torso slightly crouched.

This ensures that the sniper can very gently place the next foot down, feeling with the foot for any debris that will cause noise when the sniper's full weight is placed upon it. A snapping twig can alert the enemy to your presence.

Often times, a sniper will find it easiest to move in complete darkness, however the sniper must be prepared to move quietly in complete darkness, another reason why it is important to be able to place a foot down very slowly.

The sniper should also take care not to damage any vegetation as a path of disturbed vegetation will give an alert opponent an important clue as to your presence and direction of travel.

Use "tree stacking" for moving in a wooded area. The sniper employs this movement techniques by making sure that there is always a tree between the sniper and the target.

This ensures that the sniper al- ways knows where the target is and the target has great difficulty in spotting the sniper.

If the sniper is not stalking in a wooded area, he can still use the principles behind tree stacking by keeping cars, rubble, buildings or high ground between the sniper and the target while he approaches the hide.

"Ghillie Suit"

There is an important distinction between “cover” and “concealment”. The former provides protection against ballistic threats, the latter merely minimizes the chance of being seen.

A ghillie suit provides concealment but no cover. Because the sniper’s advantage comes from this, it is vitally important that your ghillie suit effectively provide concealment.

The primary goal of the ghillie suit is to eliminate the outline of the human form and minimize the presence of colors and color patterns not encountered in the environment.

> **Tip**
>
> A ghillie suit should mimic the colors and color patterns of the environment for which it is made.
>
> One starts by taking a field jacket, pants and booney hat (or a hooded jacket) and sewing on strips of burlap, net ting and cord which match the color scheme of the environment.
>
> Tie on pieces of vegetation (if appropriate) that you find around one’s hide.
>
> However, you must take care not to actually rip out pieces of vegetation from your hide as disturbed vegetation will give away your presence.
>
> Take the vegetation from elsewhere.

A key goal of your ghillie suit is to break up the outline of your shoulders and head. Your face should be hidden and colored. Take care to eliminate any visible areas that are all a solid color (e.g., all black boots) if such solid colors do not appear in your environment.

Sharp angles and straight lines, as you might find on a rifle, should be broken up by using the same methods.

Using less reflective lenses or a honeycomb lens cover reduces reflection and glare from scopes and binoculars.

Desert and urban ghillie suit design follow the same principles. Instead of attaching vegetation, construct a desert ghillie by gluing on layers of sand or a material that mimics the texture of sand.

The urban ghillie’s design will depend on the unique features of the neighborhood in which a mission takes place.

If the sniper plans on attempting to blend in with a pile of rubble, for example, the mission-appropriate ghillie suit might include pieces of rubble or materials, like dust and dirt that mimic the texture and color of the rubble.

The primary goal remains to eliminate the outline of the human form and minimize the presence of colors and color patterns not encountered in the environment.

Observation

In most situations, a sniper’s situational awareness will be his or her greatest asset.

Whether supporting a squad during a raid or patrol, or operating apart from other units, it is the sniper’s detailed knowledge of the activity in his or her sector that creates a true advantage over the enemy.

When scanning his or her sector, the sniper should repeat the mantra “color, contrast and movement”. The sniper is looking for colors and color patterns that do not match the environment.

For example, all black boots or the glint of a scope will stand out as unnatural in a woodland area.

Natural environments do not often have straight lines or sharp edges, so seeing these things should catch the sniper’s eye.

The human brain is specially tuned to notice the arrangement of facial features and the outline of the shoulders and head.

Clever enemies will attempt to camouflage themselves by breaking up these outlines.

By becoming familiar with the methods used to camouflage themselves, you will improve your ability to spot a concealed enemy.

It also pays off to look for indirect clues of the enemy by noticing the behavior of animals and civilians, smells and sounds.

Know the local culture to help you notice any suspicious irregularities.

For example, if you know that it is unusual for a shop to close early in the afternoon, it may signal that the shopkeeper knows violence is imminent.

Familiarity with the behavior of wildlife may alert you as well. Spooked birds can betray the presence of something (or someone) unusual.

When scanning, scan from right to left and low to high. By going against the scanning direction used in reading, you protect against the brain’s tendency to skip over details as it does when reading [1].

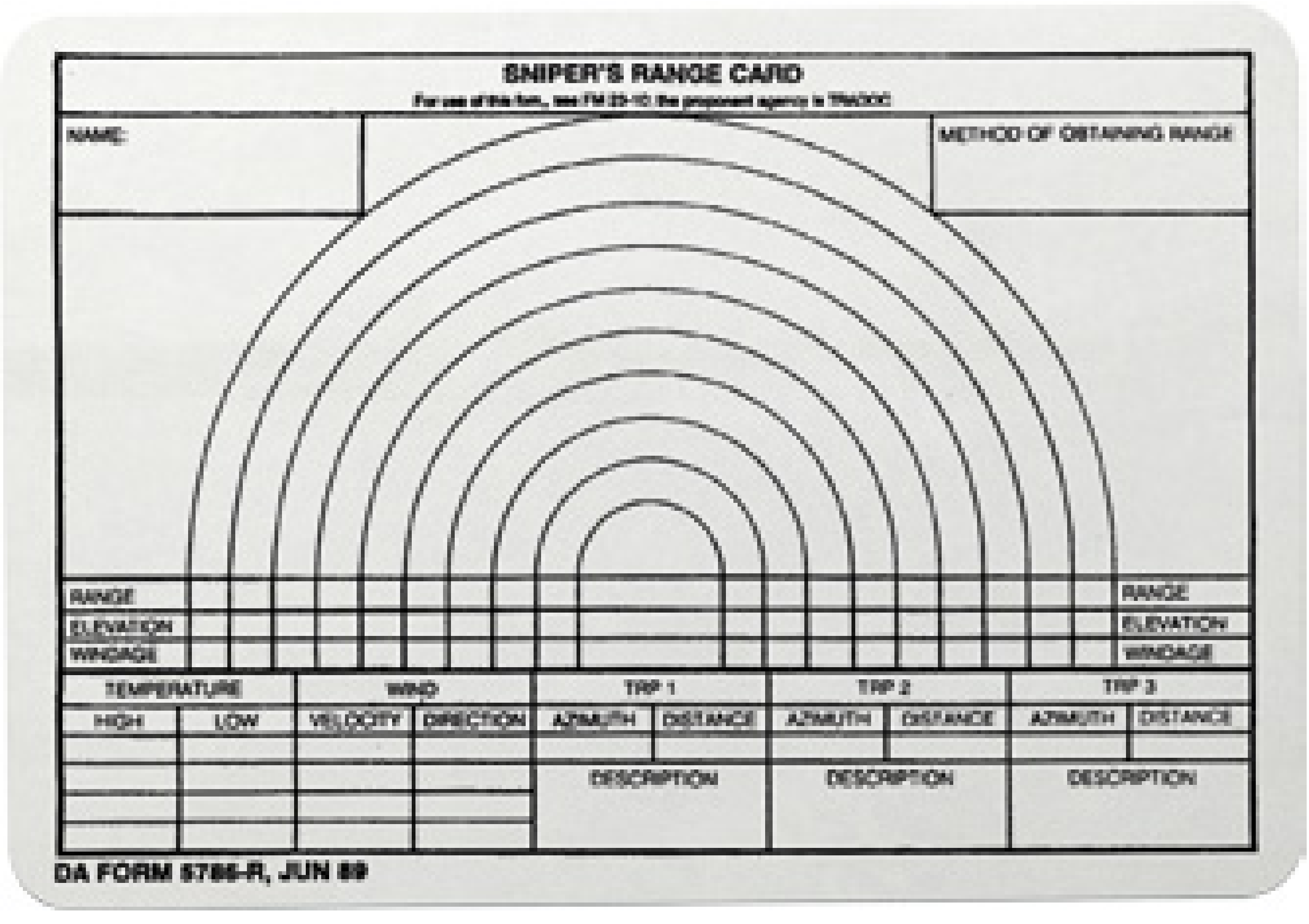
Learn to break up the time you spend “on glass”. Spending long stretches of time peering through a scope increases eyestrain, reduce your scanning efficiency, making it more difficult to be precise when it comes time to take the shot.

Close your shooting eye for a couple seconds after a few minutes “on glass” to allow it to recuperate, or stare at something green.

The eye is most accustomed to the color green, so looking at something green takes the least amount of effort from the eye and serves to relax it2.

Resist the temptation to tunnel in on a specific area if your mission requires you to observe a large sector.

“Range Card”



SNIPER'S RANGE CARD

NAME:

METHOD OF OBTAINING RANGE

RANGE
ELEVATION
WINDAGE

TEMPERATURE		WIND		TRP 1		TRP 2		TRP 3	
HIGH	LOW	VELOCITY	DIRECTION	AZIMUTH	DISTANCE	AZIMUTH	DISTANCE	AZIMUTH	DISTANCE
				DESCRIPTION		DESCRIPTION		DESCRIPTION	

DA FORM 5786-R, JUN 89

Your observations should be cataloged on a range card. **The range card consists of concentric circles indicating regions of equal distance.**

On this diagram you should place terrain features, landmarks, enemy positions, dead-space and important routes.

A well populated range card will make it easy to estimate the range to a briefly exposed target, permitting faster adjustments and a quicker, more accurate shot. See right for a blank range card.

Target Selection

While observing your sector, you should be noting what assets the enemy has at its disposal.

These will factor into the order in which you choose to engage targets **. Enemy snipers present the greatest danger to you and should be top priority amongst your list of targets.**

Also machine gun and mortar crews, dog teams and officers are very dangerous to the sniper.

Eliminating drivers, vehicle commanders, and radio operators can greatly disrupt the enemy’s ability to coordinate maneuvers.

Consider your mission and the danger to you when prioritizing your targets.

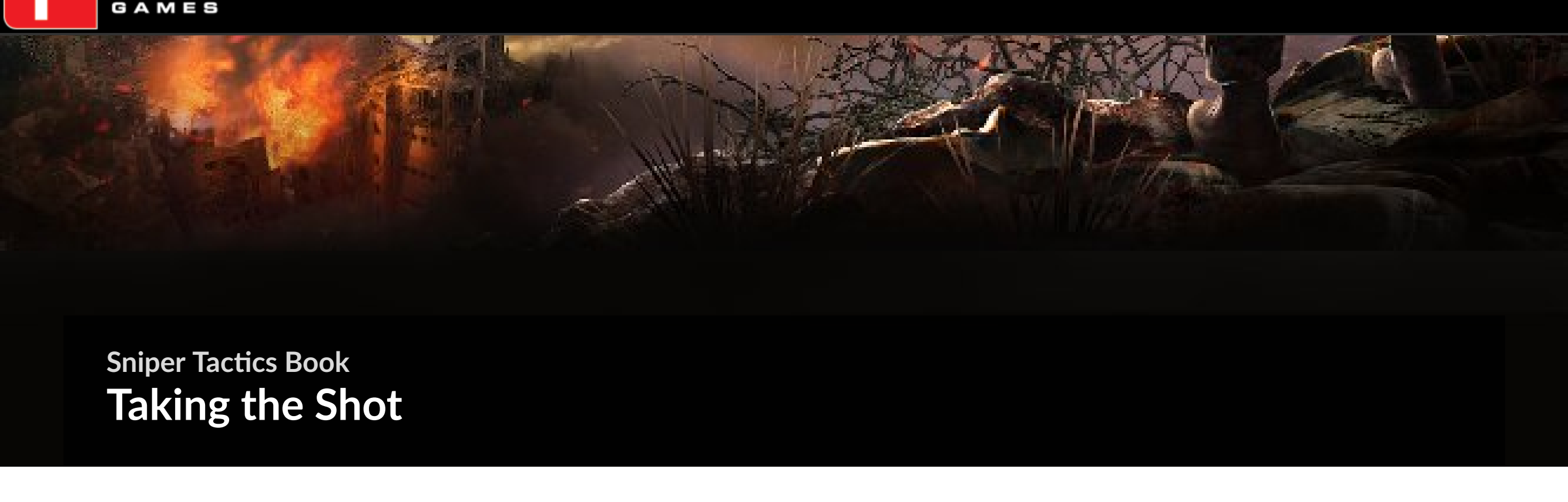
Footnotes

1. Like much received wisdom in the military, there is tenuous scientific support for the grand statement that you should scan from right to left and low to high.

However, it is based on a kernel of sound scientific findings. The disciplined sniper team will constantly train each other and test new methods during scanning and memorization drills.

2. Another nugget of received military wisdom, the claim that “green relaxes the eye” has tenuous scientific support.

However it is based on a kernel of established science (Bowmaker and Dartnall, 1980), namely that the sensitivity curves for the 4 different photoreceptor cells (achromatic rods and 3 types of chromatic cones) indicate that the overall sensitivity of the eye is highest in the low 500’s of nm, the wavelength of green light.



Taking the Shot

Ballistics

Sniper rifles do not have infinite precision. A sniper rifle fixed in a bench rest will generate a "cone of fire" that expands as the range increases.

One measures the precision of a rifle in "minutes of angle" (MOA), sixty of which make a single degree.

An M24 of very good quality can expect to fire a half MOA group in a bench rest (anything less than 1 MOA is considered acceptable).

This amounts to a group a half inch in size for every 100 meters of range. For example, a half MOA of an M24's group at 600 meters will be 3 inches.

Tip

The practiced shooter should be able to exploit almost all this precision under ideal conditions.

Under stressful conditions with variable wind, you can expect the shooter's precision to decline, but training will minimize this decline.

The disciplined sniper will attempt to gather "dope", or data, on the rifle's performance in every weather condition, with every type of ammo he or she plans to use and under "cold bore" conditions (the stable condition of the rifle when it's first shot instead of the more variable conditions after the rifle has been repeatedly fired).

This dope will be stored in a data book from which the sniper and spotter will generate wind and range adjustments in the field when lining up shots.

Fundamentals of Marksmanship

The four fundamentals of rifle marksmanship are 1) sight picture/sight alignment, 2) body position, 3) breathing control and 4) trigger squeeze.

Close adherence to these fundamentals will increase the likelihood of both accurate and precise shooting.

Note that "accuracy" and "precision" are not the same. The former describes the degree to which a shooter hits at what he or she is aiming.

The latter is a measure of the repeatability of a shot.

A precise shooter may not shoot accurately if his or her rifle is improperly zeroed or using bad data but each shot will miss by the same amount and in the same direction.

A precise shooter is much easier to correct than an imprecise shooter.

The first fundamental deals with how your sights are aligned and how they are placed on the target.

If you are using iron sights, proper sight alignment demands that you have the front sight post centered within the rear sight aperture in both the vertical and horizontal direction.

To ensure precise shooting, this alignment should be as close to the same as possible for each shot.

If you are using a scope, adherence to sight alignment is a matter of ensuring that your eye relief is the same for every shot and there is no "scope shadow" in the eyepiece.

Proper sight picture is achieved when the shooter places the sights (or reticule) on the exact same spot on the target for each shot.

The slogan "aim small, shoot small" encapsulates this idea: the smaller your point of aim, the smaller your shot group and the more precise your shooting will be.

Body position is very important to a sniper. A good position will not tire out the shooter and give him a stable platform from which to shoot.

There are a wide variety of possible positions and each mission and hide will make different positions suitable or not.

If the sniper has a good idea of the general principles behind good positions, he or she will be able to choose the best one and modify it as necessary.

A good position will not require any muscular effort to maintain. Muscles tire and introduce shaking which makes for imprecise shooting.

Tired muscles also increase overall fatigue which reduces the sniper's mental alertness.

The best positions will be those that are supported by the bones. Another important factor is the evenness with which it dissipates the recoil force.

As soon as the bullet starts moving out of the chamber, the rifle starts to recoil.

If the recoil is not evenly resisted by the body, the rifle will shift in the direction towards which it sees less resistance and any motion of the rifle while the bullet is still traveling down the barrel reduces precision.

In the same vein, the breathing of the shooter can also impart motion onto the rifle while the bullet is traveling down the barrel.

For this reason, it is important to take the shot during a pause in the breathing cycle.

In an ideal situation, this would be during the natural pause just as the lungs are emptied, but a pause can be forced at any point in the cycle.

Do not hold your breath for more than a few seconds. Lack of oxygen will cloud the mind and rapidly increase eye fatigue.

Tip

Finally, there is trigger squeeze. Perhaps the easiest way to foul a shot is to jerk the trigger.

If the trigger is pulled evenly (with no lateral forces), the rifle will not have any lateral component to its motion while the bullet is in motion down the barrel.

Additionally, good follow-through demands that the trigger be held back while the bullet is still moving down the barrel.

A forceful release of the trigger, especially during recoil, can impact the rifle's motion.

To this end, the trigger squeeze should be gradual and even. The actual break of the trigger should come as a surprise to you, but don't flinch!

Factor's Beyond the Barrel Affecting the Bullet's Path

Because the rifle is being fired in the vicinity of the Earth, the bullet is under the influence of gravity and will accelerate downward from the moment it leaves the barrel.

This results in "bullet drop".

The amount of bullet drop will depend on the muzzle velocity, properties of the air through which it travels and the time of flight which is, itself, determined by the range to the target.

Bullet drop is not a linear phenomenon, it varies with the square of the time of flight (and hence the range).

Tip

For example, if 1 inch of bullet drop is observed at a certain distance, doubling that distance will not generate 2 inches of bullet drop, but rather 4 inches.

Bullet drop can be calculated but it is best accounted for by carefully measuring it while at the firing range and recording it in the data book.

Apart from the wind, the air has other effects on the path of the bullet.

If the ambient temperature during a shot is higher than the temperature in which the rifle was doped, the burn rate of the powder will be higher and the bullet will have a higher muzzle velocity.

Warmer air is also less dense and provides less drag. This will raise the point of impact. It is best to dope one's rifle in the same weather as one expects during a mission.

However, as that is not always possible, a good rule of thumb is to adjust your point of impact by one MOA for every 20°F difference between mission and doping temperature.

Humidity will serve to increase the density of the air and increase drag.

Adjust your point of impact by one MOA for every change of 20 percentage points in humidity. With increased altitude comes decreased air density, which raises the point of impact.

If the rifle was doped at sea level, expect about a .1 MOA rise in point of impact per 100 meters of range per 2500 feet of altitude.

Be aware that these rules of thumb are rough approximations and are not nearly as accurate as properly doping your rifle in the conditions in which you expect to use it.

The "Coriolis effect" is a result of being on the curved surface of a rotating body.

Due to the Earth's rotation, objects at different lines of latitude will have different rotational velocities.

An object at the equator traces out a much larger circle over the course of a day than does an object near a pole.

If a shooter engages a target that is at a different latitude, the bullet will carry with it the rotational velocity of the line of latitude from which it was fired.

When it arrives at the target's latitude, it will have a different rotational velocity than the target.

If the shot occurred in the Northern Hemisphere and was shot due north, the bullet will have a higher rotational velocity than the target when it arrives at the target's latitude and will therefore appear to have a lateral component to its velocity.

In essence, it is like shooting at a very slowly moving target.

The effect varies with muzzle velocity and with latitude. For example, a due north shot taken at 43°N (the latitude of Sarajevo) with an M24 (muzzle velocity of 790 m/s) at a target 800 meters away, expect a 1.7 inch rightward deflection.

To put the Coriolis effect in perspective, a 3 mph breeze, which the shooter might barely feel on his or her face, would result in a 14.8 inch deflection at 800 meters.

A solid M24 in a bench rest will shoot a half MOA group, resulting in only a 4 inch group at the same distance.

In short, the Coriolis effect can be measured on an ideal, windless day under controlled conditions at a firing range, but it will be swamped by most other effects in the field and need not be considered when setting up a shot.

Tip

"Spin drift" is the influence of the bullet's spin on its trajectory.

The bullet's velocity vector (the direction of travel of the bullet's center of mass) and the bullet's angular momentum vector (the axis about which it is spinning) do not point in exactly the same direction.

Because of this, the spin induces a slight sideways air current whose influence adds up over the course of a long trajectory .

For a 1000 meter shot with the typical ammo used by the M24, the shooter can expect about 11 inches of spin drift.

Again, this is a very small effect compared to the other factors affecting the bullet's path at this range (wind, inherent inaccuracy, etc...), however it is large enough that it should be considered when lining up extremely long shots.

Unlike the Coriolis effect, however, spin drift cannot be easily calculated as it depends on the ammo used, the density of the air and numerous other factors.

It is best measured at the range when gathering data on one's rifle

Range Estimation

Keeping in mind that there are 3.438 MOA in a mil3 and that 1 MOA amounts to, approximately, 1 inch per 100 meters, the mil-dot reticule in your scope provides an invaluable range estimation tool.

For example, if you observe a man of roughly 2 meters height and he shows an angle of 4 mils as seen through your scope, you know he is about 500 meters distance.

This calculation can be summarized by the range estimation formula [1]:

$$[1]\ 1000\frac{h}{mil} = D$$

where "h" is the dimension of the object in meters (height of 2 meters in the previous example), "mil" is the angle subtended by the object in mils (4 mils, in the example) and D is the distance in meters.

The disciplined sniper will use this method to set up his or her range card upon occupying a hide and the range card will aid in rapid and accurate range estimation to targets.

This method can be used to ascertain the range to buildings (one story is roughly 3 meters) and vehicles.

It pays to know the dimensions of the enemy's vehicles for this purpose.

For example, "I know the BRDM-2 is 5.75 meters long and that one subtends an angle of 12.5 mils in my scope, which it puts it at 460 meters.

That man is standing approximately 10 meters in front of it, which puts him at 450 meters".

This method of range estimation is immune to the variety of optical illusions that plague more informal methods of estimation.

3. Mathematically, a mil is defined as the milli-radian (equal to 3.4377... MOA). However, as a means of practicality, different organizations specify slightly different definitions, ranging from 3.375 MOA to

3.6 MOA.

All that really matters is that you know the definition to which your scope adheres and some basic knowledge of geometry will allow you to adapt these range estimation methods to your scope.

Tip

If the sniper is using more informal means to estimate the range to a target, the sniper should be aware of the influence of geography, geometry, lighting and weather on his or her perception of distance.

Irregularly shaped objects, backlighting, looking downhill, and partial concealment of the object will cause the sniper to overestimate the object's distance.

Good lighting, regularly shaped objects, looking over smooth terrain (sand, water, etc...) and dead-space and well contrasted objects will cause the sniper to underestimate the object's distance.

The sniper should consider using a laser range-finder.

Wind Estimation

Wind imparts a lateral component to the bullet's velocity. The size of this component depends on the wind's speed and direction.

Wind that is blowing perpendicular to the path of the bullet is counted as full-value.

Oblique angles are counted as quarter- or half- or three-quarter-value, depending on the obliquity of the angle.

The shooter can get good estimates of the wind's speed and direction by observing the motion of flags, trees, smoke rising and the behavior of mirages.

Smoke will drift in 3 miles per hour wind, though you may barely feel the breeze.

Winds between 5 and 8 miles per hour are enough to rustle the leaves of trees.

Winds between 12 and 15 miles per hour will cause small trees to sway.

Small, electronic weather stations, no larger than a cell phone, that measure wind speed, temperature, barometric pressure, altitude and humidity are indispensable tools to the sniper team.

A wind meter has the advantage of directly measuring the perpendicular component, relieving the sniper of the burden of having to estimate the direction value of the wind.

It is also much more precise than the estimation techniques described above.

Compensating for Wind

Once the wind's speed and direction has been determined, the perpendicular component can be calculated.

A 6 mph wind that is blowing in a half-value direction will have a perpendicular component of 3 mph, for example.

This perpendicular component is plugged into the wind formula [3]: where "D" is the distance to the target in meters, "W" is the perpendicular component of the wind speed in miles per hour, "C" is a constant that depends on the distance and "MOA" is the adjustment needed, given in minutes of angle.

$$[3]\ MOA = \frac{D}{100}\frac{W}{C}$$

Range (meters)	C
100-500	15
600	14
700-800	13
900	12
1000	11

If you are 1000 meters from your target and you observe a 10 mph quarter-value wind, you calculate a 2.5 mph perpendicular component. You plug this into the wind formula to get

$$\frac{1000}{100}\frac{2.5}{11} = 2.2727.. \approx 2.25MOA$$

Tip

This adjustment is then dialed into your scope. You may choose, instead, to employ a hold-off using your mil-dot reticule rather than dialing the corrections into your scope.

There are approximately 3.375 MOA in a mil. Beware that this method is almost always less precise than dialing the adjustments into the scope.

However, it may be necessary during highly variable winds.

Shooting during highly variable winds presents the shooter with another problem. **Winds that vary in time might be characterized by a still phase and a gusting phase that alternate.**

If the shooter can time a shot to take place during a still phase, he or she can take the shot then. If the winds vary in space, the wind speed and direction will have to be averaged.

However, it is not a clean average.

Additional weight should be given to winds closer to the shooter than winds closer to the target.

The reason for this is that a component of lateral velocity imparted onto the bullet early in its flight will stay with it for the whole flight and influence its impact point a lot more than a component imparted late in its trajectory.

For example, if the shooter observes a 6 mph wind present in the first third of the bullet's path but no wind for the last two thirds, an unweighted average would result in a 2 mph wind.

However, because this wind occurs early in the bullet's trajectory, a weighted average would be closer to 3 mph.

Moving Targets

Just like with wind, you need to consider both the direction and speed of the target's motion. If the target is moving in a direction parallel to the shooter-target line, you may safely ignore the target's motion.

Oblique motions will be counted as quarter- or half- or three- quarters-value and perpendicular motion will be counted as full-value.

It is important to include the distance to the target and the time-of-flight of the bullet in your considerations when shooting at moving targets. **Do not aim at where the target is; aim at where you think the target will be when the bullet arrives.**

There are at least two schools of thought when it comes to shooting at moving targets: "tracking" and "trapping". In "tracking", you move the rifle to track the motion of the target.

In "trapping", you keep the rifle motionless, pointed at where you predict the target will be when the bullet arrives. The former is better suited to closer tar- gets, the latter to more distant targets.

Tip

For erratically moving targets, use the "track and hold" method, wherein you track a target's movement and then hold on the target when the target stops moving, momentarily.

At this point, you will take the shot. Individual shooters will have different preferences.

The following example shows calculation of movement.

If you are observing an enemy soldier walking at a fast pace and in a direction perpendicular to the shooter- target line, you may estimate their speed as 2 meters per second and assign it a full value (this is slightly faster than 4 miles per hour, the standard road march pace for an infantry unit).

If the shooter-target distance is 800 meters and there is no wind, the bullet's time-of-flight will be approximately 1 second (the M24 has a muzzle velocity of 790 meters/second and most sniper rifles are in this velocity range) which means the target will have moved 2 meters during the bullet's flight.

If you are using the trapping method, you must take the shot when the target appears 2.5 mils from the center of the reticule as 2.5 mils is the angle subtended by 2 meters from a distance of 800 meters.

Tip

Both movement and wind must be factored into the shot.

The preferred technique is to dial your wind adjustments into the scope and then use a hold-off (hold the reticule however many mils off the target) to compensate for the motion of the target.

The shooter must resist the temptation to jerk the trigger during a rushed shot.

Sniper Tactics Book

Getting Out

LEAVE NO TRACE

The sniper team should take care to minimize the number of clues left at the hide and on the infiltration and exfiltration routes. This includes trash, spent shell casings, scrap paper from data books, pieces of ghillie suits, disturbed vegetation and footprints.

The fewer clues the sniper leaves as to his or tactics, techniques and procedures, the more difficult it will be for the enemy to predict the sniper's behavior and protect against it.

MOVEMENT UNDER CONTACT

If the team is compromised and comes under attack, the team can maximize its protection by using a "bounding over-watch" method of maneuver. Team member A will be set behind cover, covering team member B's movement to a covered position.

Once B is in place, A will get up and move past B to another covered position. And repeat. The length of these bounds will be dictated by available cover and by the closeness of the enemy and the severity of the fire.

It is advisable that the bounding member spend no more than 5 seconds exposed, at a time. When moving under enemy contact, the team should consider calling in for the support of neighboring units.

Even a few rounds of friendly mortar fire might be enough to dissuade a small enemy unit from continuing the pursuit. The well-planned mission will have multiple exfiltration routes for use, depending on the direction from which the enemy is advancing.

If the team has helicopter support, each of these routes should have designated landing zones towards which the team should be advancing.

If the team is operating with little support from other units, they should consider the use of Claymore mines to use in the defense of a hide and to use in the event of a retreat under contact.

It is common practice for recon units to have an easily accessible mine ready for deployment during retreat under contact. **One team member will set it up in the path of the enemy in between bounds and then set it off as the enemy approaches it.**

Royce Coleman, June 2012

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Sniper Tactics Book

Shooting Positions

The following shooting positions are designed to maximize stability and comfort while minimizing muscular effort.

Most of these positions will also evenly dissipate the recoil force and not impart any lateral components to the rifle's motion (and therefore the bullet's motion) while the bullet is traveling down the barrel.

These are the fundamental principles that determine good shooting positions. Some of these positions will offer advantages over others, while requiring compromise in other areas.

The choice of position will depend on the shooter's judgment and the tactical situation. At the end of this section, I lay out a couple example situations and what a sniper's thought process might look like.

You should look at these positions and examples as starting points for adapting these principles to a wide variety of tactical scenarios, rifles, gear, and body types.

For the purposes of this discussion, I am going to assume you are a right handed shooter and describe the positions accordingly. It is most often just a matter of switching left and right to adapt these descriptions for the left handed shooter (though not always).

Some of these positions will make mention of a "sand sock" (see figure 1).

This is merely a sock filled with sand or some other particulate matter (I used un-popped popcorn kernels) that one uses to stabilize and affect small changes in the position of the buttstock of the rifle.

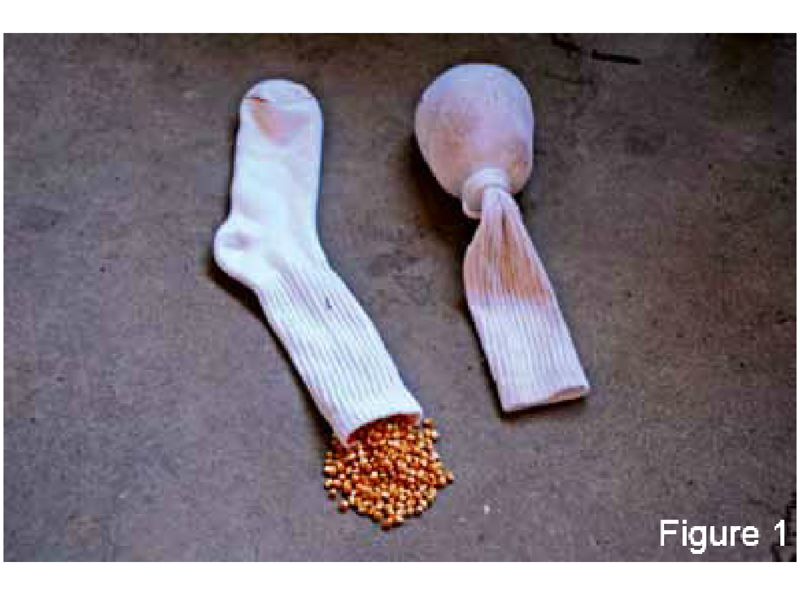
Figure 1

Prone,- Bipod Supported

In the first variant of this position, you will be on the ground, prone, with the rifle in front of you and with the bipod legs deployed.

The longer the length to which the bipod legs are extended, the less stability the rifle has (though this effect may seem small, it will have a noticeable influence on your shot groups).

However, if your bipod legs are not extended enough, you will have to strain your neck and shoulders to get your head low enough to see through the scope.

This factor works against the goal of minimizing the muscular effort needed to maintain a shooting position.

Find the best compromise by extending the rifle's bipod legs to the shortest extent that still minimizes the muscle strain needed to maintain the position.

There is a proper distance (called "eye relief") between your eye and the eyepiece of the scope that will eliminate "scope shadow" (the black regions the appear around the rim of the eyepiece as a result of improper eye alignment).

Note where your cheekbone rests on the buttstock when you have the best eye relief with a piece of tape on the buttstock. You could also tape a piece of foam to the buttstock to both mark the position and give additional comfort.

After you have positioned your head for proper eye relief, adjust your shoulders and arms for proper comfort. Have both elbows on the ground. Curl your left arm so that your left hand is gripping the sand sock positioned underneath the buttstock.

Have your right hand on the grip of the rifle. Now that your hands are in place, if your rifle has an extendable buttstock, you can adjust it to comfortably rest against your right shoulder.

Remember, the positions of your arms will be dictated by the position of your shoulders and neck which are determined by the positions of your head and eye, which is set by your eye relief position.

At this point, your body will be contacting the rifle in three places: the cheekpad, the buttplate of the buttstock, and the grip. It is important not to apply too much pressure at these positions.

If you rest the full weight of your head on the cheekpad, there will be a diagonally downward force on the rifle that will influence the rifle's recoil motion and impart lateral components to the bullet's velocity.

Similarly, if there is too much forward force applied by your right shoulder to the buttplate, you have the same problem. However, if there is a gap between the buttplate and your right shoulder, the buttplate will slam into your shoulder during recoil, bruising you and throwing off your shots.

The best compromise is to have gentle pressure between your body and the rifle at these two points. Your cheek should be lightly touching the cheekpad and your shoulder should be in contact with the buttplate but not pressing too firmly against it (note that this is the opposite of when firing a machine gun, where the pressure your shoulder provides against the buttplate adds stability to the gun).

Unlike with pistol shooting, the weapon's stability does not derive from your hand grip. Additionally, because you are gripping the grip with only one hand, the grip force presented to the rifle is unbalanced. Do not grip too tightly, for this reason.

Think of your grip as a comfortable, firm handshake. This will also offer your hand enough stability to allow you to operate your trigger finger smoothly and in a solely rearward direction.

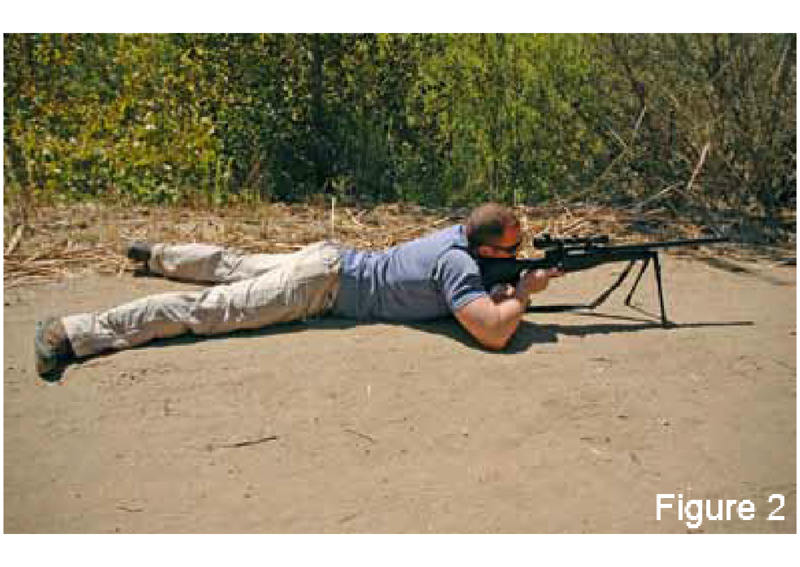
Figure 2

Tip

The most stable prone positions are when your chest is flat against the ground and your body forms a straight line parallel to the axis of the rifle. This will ensure an even dissipation of recoil force.

Your feet should be spread a little more than shoulder width apart with your toes pointed outward so that your feet are flat against the ground. The inside of your big toes and the inside of your heels should be in contact with the ground.

Note that in this position, your chest is pressed against the ground, meaning the expansion of your lungs will move the rifle. You can observe this by looking through the scope while breathing. This drives home the importance of breath control during shooting (see figure 2).

Try a variant of the prone bipod supported position if you have a lot of upper body bulk (whether from muscle or body armor) and find it hard to get your head low enough to make the prone position work and still be comfortable.

Instead of pressing your torso and hips flat, twist your hips slightly so that your right hip is higher than your left. Your torso will rotate slightly, offering your head and neck a more comfortable alignment with the cheekpad and scope.

This variant requires the bipod legs to extend a little longer. With proper adjustment, this position will still evenly dissipate the recoil force (see figure 3).

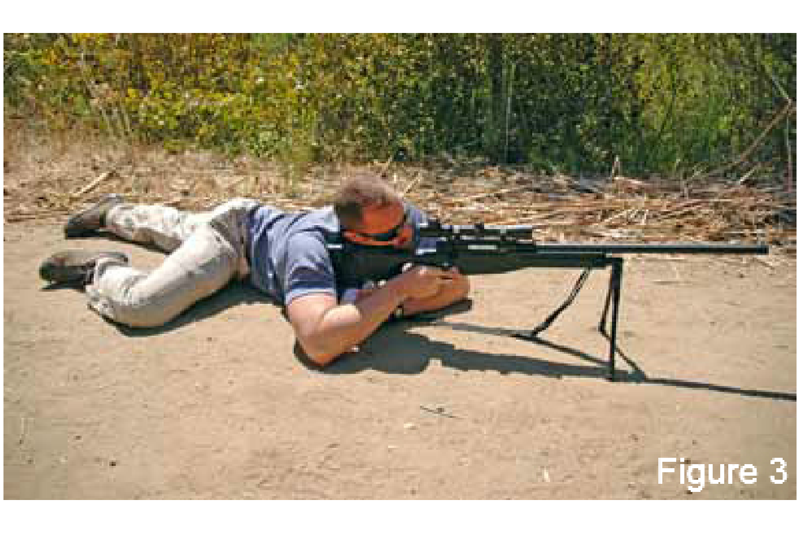
Figure 3

Grounded Seated

Start by sitting with your legs crossed. As I point out in many of these body positions, you do not want two joints touching each other (for example an elbow directly on a knee) as this is not stable. Rather, you want some muscle in between the two points of contact to provide a more stable platform for the joint (usually the elbow). In seated position, this is accomplished by placing the elbows on the inner thigh. The left hand will be used to hold the rifle at a location just forward of the rifle's center of mass. The right hand will be on the grip and the right shoulder will be on the buttplate. As with the prone positions, the positioning of all the limbs and points of contact with the rifle are dictated by proper eye relief. The position on the cheekpad that allows for proper eye relief should be the same for every position. The setting on an adjustable buttstock might change slightly for different positions but the change should be small. Rather than actually change it for each position, it might be simpler to just set it for the prone position and accept slight discomfort in the other positions. **Some of these other positions are not suited for long hours of observation** (for example, the grounded seated, the kneeling positions, and some of the standing positions) and you will likely not be maintaining them for very long stretches.

With your legs crossed, your elbows on your inner thighs and the rifle held as described above, your body will be somewhat "bladed" towards the target (your body will not be pointed directly toward the target, but rather off at an angle). This is a necessary consequence of the geometry of the position, but it means the position will not evenly distribute the recoil force and provide another potential source of inaccuracy in this position (see figure 4).

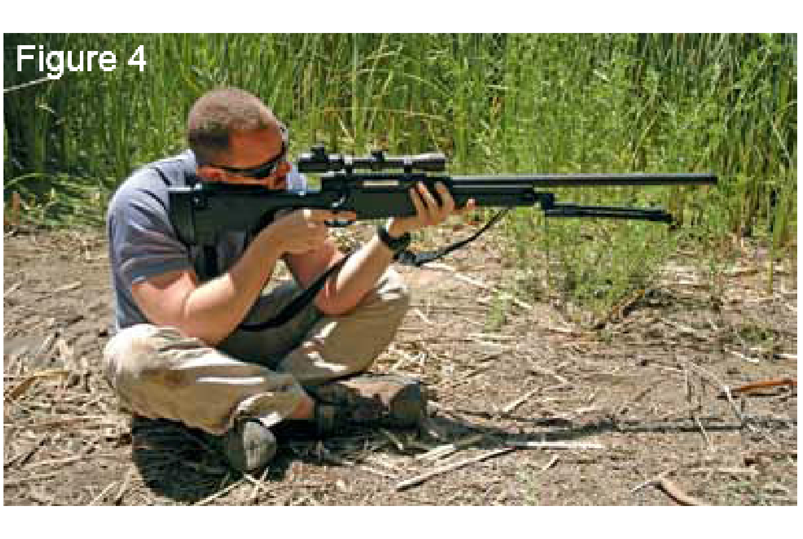
Figure 4

Kneeling

Kneeling positions give you a little bit more height than the grounded seated positions and you are able to stand up from them faster than if you were seated on the ground or prone. In the first kneeling position, your right leg is bent and you are essentially sitting on your right foot. The top of your right foot can be flat on the ground (for better stability, but less comfort, height and mobility) or bent (for less stability but greater comfort, height and mobility). Your left leg will be bent and extended out in front of you, towards the target. You will hold the rifle as in the grounded seated position but your left elbow will rest on your left quadriceps (not the knee).

Your right arm will be flat against your torso. There is a tendency to cock the right arm outward so that the elbow points out to the side. Resist this tendency as it takes muscular effort to maintain and does nothing for your stability (see figure 5).

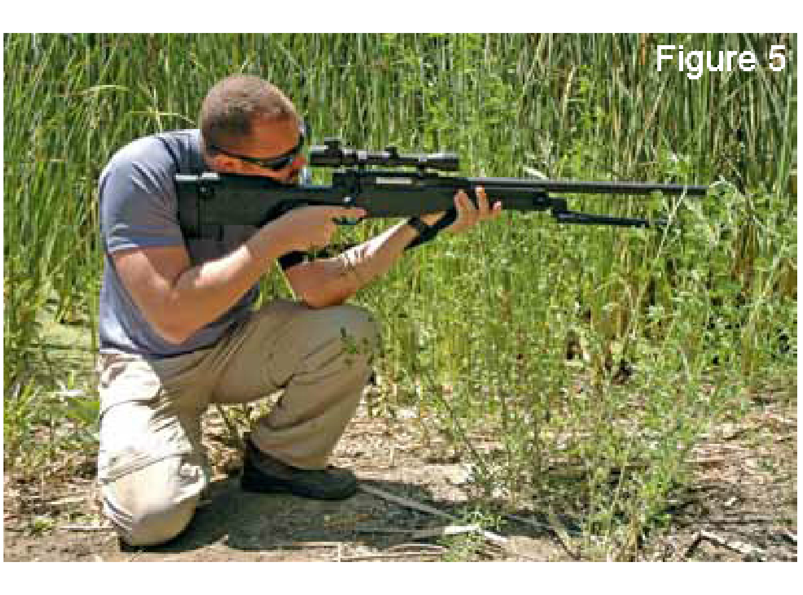
Figure 5

For an alternate, more aggressive kneeling position, shift your weight forward so that now, instead of you sitting on your right foot, you are leaning forward. Your left elbow will no longer be on your left quadriceps: instead, your left knee will be in contact with your left triceps. This alternate kneeling position is less stable but it provides a lot more mobility. It is much easier to get up from this position than from the less aggressive kneeling position (see figure 6).

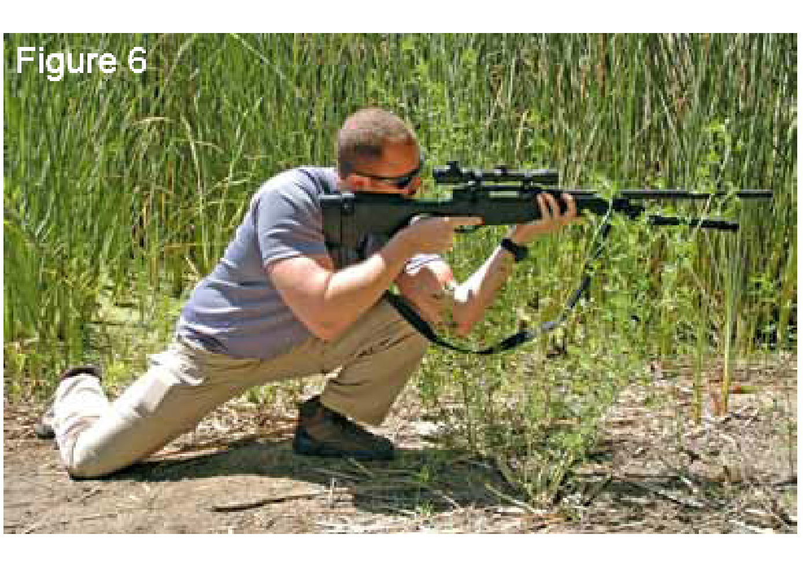
Figure 6

Seated and Supported

The supported seated positions are derived from those positions you see at many civilian rifle ranges. You will be seated on something stable like a chair, and the rifle will be resting on something stable like a table. Deploy the bipod legs and support the buttstock with a sand sock (if possible). Your upper body will be arranged on the table as if you were emulating one of the prone bipod supported positions. Follow the same rules for eye relief and pressure on the rifle. This position can be just as stable and precise as a prone bipod supported position. **The chief advantage is the additional height it offers. The chief disadvantage is the need for a stable chair and table.** This sort of position will almost exclusively be used at the firing range or in urban hides.

When using this type of position in an urban hide, remember the basic principles of urban hides: avoid exterior lighting, do not allow your muzzle to breach the plane of the window, keep back from windows, stay at off angles and so forth. Unlike the grounded seated position and the kneeling positions, it is possible for your spotter to get in a good position to your side or behind you and follow the trace of your bullet from these supported seated positions (see figure 7).

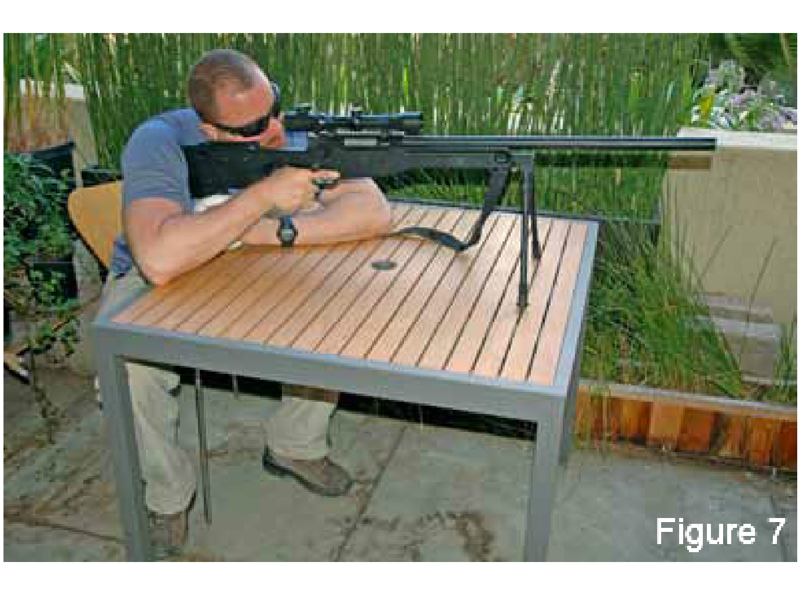
Figure 7

Standing - Sling Supported

The standing sling supported position may seem counter-intuitive at first, but with some practice, it can be a very serviceable shooting position. Stand bladed toward the target with your feet approximately shoulder width apart. Cock your left hip out in front of you. This pose is largely supported by bone, not muscle, which is why it can be surprisingly stable for a standing position. Rest your left elbow upon your left hip, with your left hand cradling the rifle forward of its center of mass. Grip your right hand on the grip, with your right elbow held to your side. **This position is somewhat stable, but you can increase stability by using the sling.**

If your rifle has a thick, leather sling with a loop, place your left arm through the loop and tighten the loop about your lower biceps so that the taught sling and your forearm form a rigid, inflexible support for the rifle, resting on your left hip. This arrangement will take some experimentation, practice and testing to perfect but the increased stability can greatly impact your precision (see figure 8).

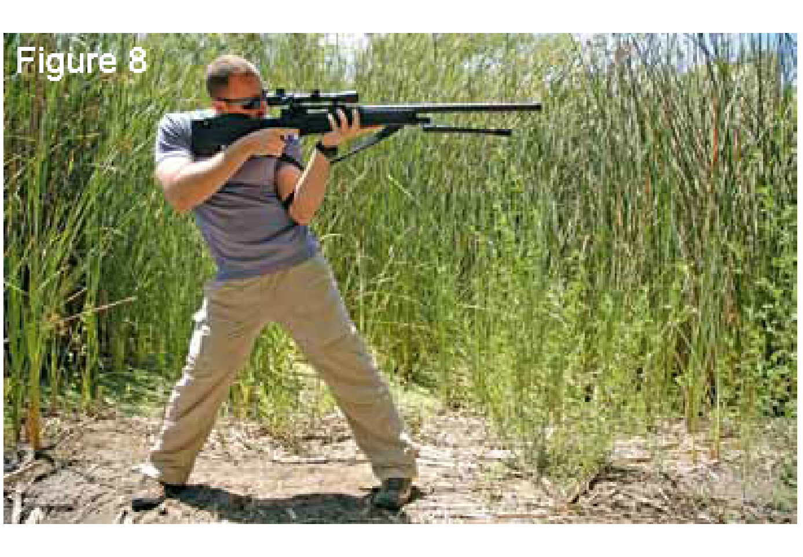
Figure 8

The sniper should consider the sling support a useful tool for augmenting any other position. For example, the less aggressive kneeling stance could be improved by sling support, if the tactical situation offers the opportunity. The disciplined sniper should practice quickly getting into and out of the sling support. The ability to get out of it quickly, opens up its use to many more scenarios wherein it might otherwise not be suitable.

Standing - Tripod Supported

In order to make a decent sniper's tripod, you only need a lightweight camera tripod that will extend up to standing height. Affix a half piece of PVC pipe to where you would normally attach the camera (any sturdy method will do, such as glue or a screw). Line the inside of the half-pipe with some foam to improve stability and reduce sliding. Spray paint the entire contraption to match the color scheme of the mission environment. When in your hide, set up the tripod and place the rifle in the PVC half-pipe at about the position you would place your left hand if this was a sling supported standing position. The half-pipe will be cradling the rifle just as your hand would. Assume a bladed stance with your feet slightly wider than shoulder width behind the rifle. Set up proper eye relief and hold the grip with your right hand (right elbow held close to the torso, as usual). Use your left hand to provide additional rigidity for your upper body. For some, this may mean gripping your right triceps with your left hand (this has the advantage of closely mimicking the holding of the sand sock as done in the prone positions). Other shooters may find other preferences, but a dangling left hand is sure to introduce instability and reduce the rigidity of your upper body, so be sure to experiment with places to put it. Be sure not to let the full weight of your right arm hang from the rifle when firing; this will introduce another unbalanced force that will influence the motion of the bullet while it is still traveling down the barrel (see figure 9).

Tip

There are numerous variants of this position to suit a given situation. For example, if you do not have a sniper's tripod handy but are in a position to use a roughly standing-height object that is stable as support, then the same principles apply. This position is also similar to the classic foxhole supported rifle shooting position. While it is uncommon in modern warfare to find one's self in a genuine foxhole or trench (though nothing is impossible!), shooting from the hatch of an armored vehicle is quite common and requires similar body positioning. The parapets of rooftops can also a provide similar rifle support.

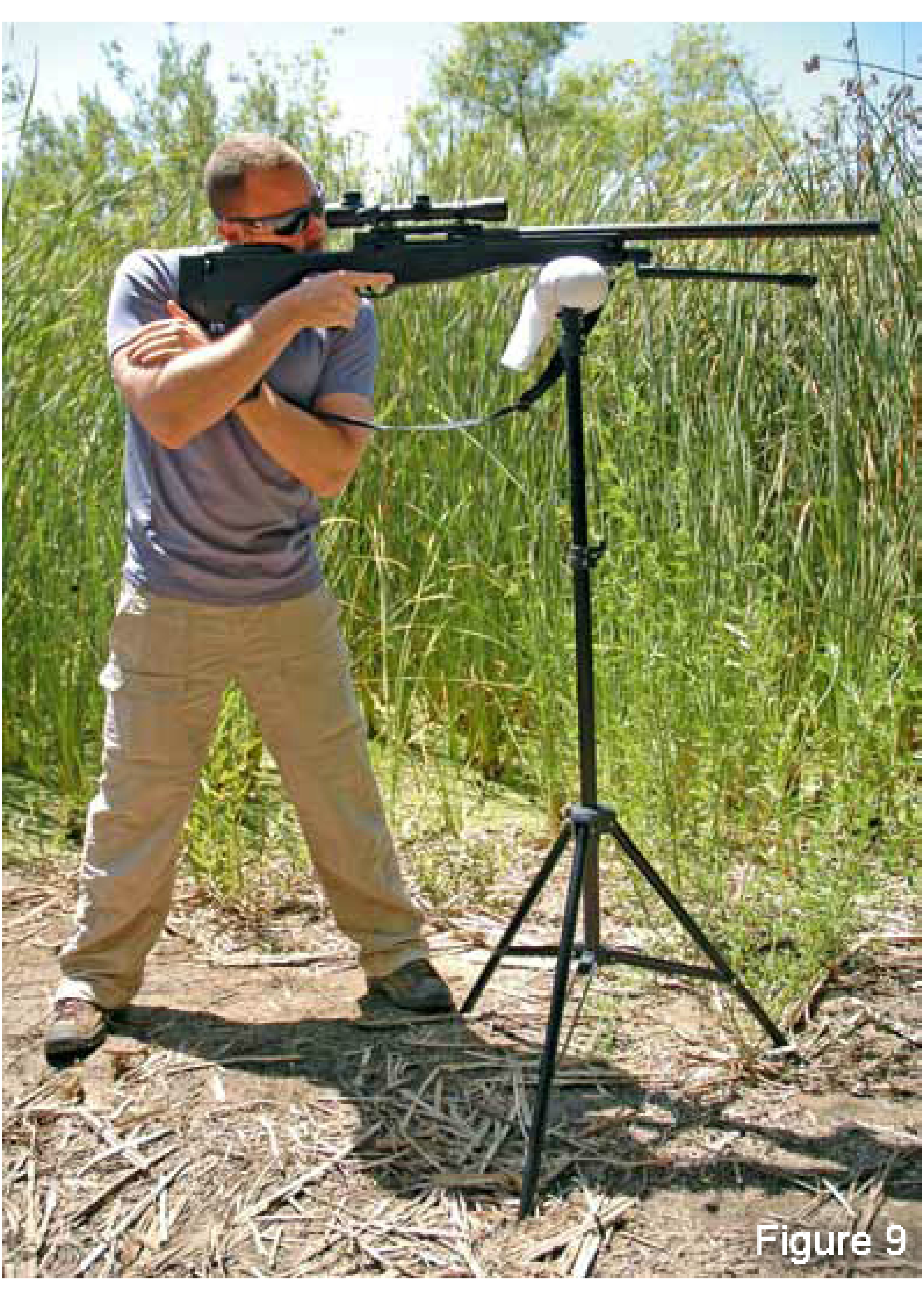
Figure 9

SELECTING A POSITION

Choosing the proper position for a shot requires an overall analysis of the situation. If you anticipate long hours of scanning a sector, or if it is critical to achieve a difficult first round hit on a distant target, then select a position that offers the most stability and comfort. Also take into account your hide selection. If your hide only offers a ballistic loophole at the height of a grounded seated position, you may have to scan from the prone position before transitioning to the grounded seated position for the shot. Transitioning from the prone to seated position may increase the likelihood of a miss and the movement may increase the chance of being detected, but it may be your only option.

If you and your team are bounding from enemy contact and the enemy is still somewhat distant, you might consider taking a few shots from behind cover between bounds using one of the kneeling stances. If you need to get up fast, the more aggressive kneeling stance will provide you increased mobility. If you are well practiced in getting in and out of the sling support, you might consider taking advantage of the increased accuracy of the less aggressive kneeling stance, augmented with sling support.

The sniper may find that positions in which the buttstock is supported (by a sand sock, for example) more readily lend themselves to smooth and rapid bolt manipulation and reloading. Ideally, the sniper will be well practiced in bolt manipulation and reloading from any position. However, if the sniper is noticeably slower at these tasks in some positions and the team anticipates needing to make great use of these tasks during a mission (for example, in a target-rich environment), this should inform the decision on shooting position and therefore hide site. This sort of analysis requires not only careful thought but frank and honest self-assessments of the team's proficiency in certain tasks.

Tip

This is, by no means, an exhaustive account of all the factors you should consider when selecting a shooting position. Rather, these examples represent the types of thought processes used in selecting the best position. Additionally, this is not an exhaustive list of shooting positions, but just some of the most common ones. Feel free to adapt these positions to your body type, mission, rifle and gear as you see fit, remembering the basic principles of what makes a good position.

Sniper Tactics Book

Psychology and the Sniper

In this section, I will share with you some of my thoughts on various aspects of psychology as they relate to the sniper.

These opinions are not necessarily representative of the consensus viewpoints in the sniper community, but rather my own personal opinions as developed from my knowledge of history and my personal experience. First, I intend to discuss the psychological impact of sniping on the enemy.

> **Tip**
>
> This leads us to examine the psychological effects of sniper warfare on friendly units. Finally, I will take a look at the psychological and cognitive characteristics unique to and common among snipers.

EFFECTS ON THE ENEMY

In warfare, there are few things more frustrating and demoralizing than facing an enemy who uses unseen weapons for which there are few (if any) effective countermeasures. Much has been written in the press on the topic of Improvised Explosive Devices (IEDs), a favorite tool of the Iraqi insurgency.

IEDs are hard to spot, there are few effective countermeasures and they are very often lethal.

The past decade of war has also seen a rise in the use of unmanned aerial vehicles (UAVs), another type of weapon that is hard to detect and for which there are few effective countermeasures. The sniper fits neatly into this category.

IEDs and UAVs, however, are largely a result of a technological advantage exploited by one side over the other. The sniper is very different in this regard.

While today’s snipers do use advanced technology not available to the average combatant (high caliber and extremely accurate rifles, ballistic computers, advanced optics, for example), their chief advantage is not technological but tactical.

They employ tactics that are just the logical extension of common infantry tactics: they exploit cover and concealment; they employ the fundamentals of rifle marksmanship; they travel by land. But the sniper uses these common infantry tactics to such a high level, that they are particularly deadly.

To the enemy combatant (be it a uniformed armed service or an insurgent), to be preyed upon by a sniper is to face an enemy that uses similar weapons and tactics as you, but is deadlier than you. Being the prey of a sniper can totally demoralize a unit.

Not only does it reduce the individual combatant’s confidence in his or her own skills, but it forces them to question the efficacy of his or her leadership and reduces the combatant’s willingness to be exposed (some exposure is necessary to accomplish missions (for example, some exposure is necessary to dismount from an armored vehicle or leave a reinforced base to go on patrol).

To combat these tendencies, counter-sniper tactics are often brutal and out of proportion to the threat.

> **Tip**
>
> For example, it is common to find counter-sniper doctrine that calls for unleashing the full wrath of a unit’s assets if the unit leader suspects the presence of an enemy sniper.
>
> This includes mortar strikes, machine gun suppression, and rapidly deploying maneuver units and canine teams. A unit leader cannot afford the loss in morale, discipline and confidence that an enemy sniper presents.

US Army sniper doctrine warns snipers that if they are captured by the enemy, they should not expect to receive treatment commensurate with the requirements under The Geneva Convention. This is obvious in cases where the sniper is acting against non-signatories to the convention.

But even in cases where the sniper is acting against uniformed forces that represent a signatory to the convention, units that have been subjected to protracted sniper actions may be so enraged, that they will often seek revenge on the sniper possibly through execution or torture, if captured.

Snipers have a significant impact on enemy morale, but they also have a favorable impact on morale for their own side.

EFFECTS ON ALLIES

When Carlos Hathcock (see the “Sniper History” section) was in Vietnam, he often wore a white feather in his boonie cap. When the VC and NVA posted bulletins calling for his death or capture, they often referred to him as “White Feather”.

The bounty on Hathcock’s head eventually reached $30,000 resulting in a large number of Viet Cong (VC) and North Vietnamese Army (NVA) snipers and other units dedicated to pursuing him. Some members of the US military took to wearing a white feather in their caps to serve as decoys and confuse their enemy.

They realized that the loss of Hathcock would be a tactical loss. Moreover, they realized that the loss of Hathcock would be a strategic and morale loss of immeasurable proportions.

Hathcock was, in a sense, the personification of their sense of tactical superiority. His ability to repeatedly engage in sniper duels with NVA snipers and come out victorious was a reflection of their sense of confidence.

His ability to continually infiltrate enemy-controlled territory and take out high-value enemy targets was a source of pride. Stories of the success of friendly units are a great boost to morale; simultaneously, stories of the loss of such friendly units can be devastating.

During the invasion of Iraq, I heard a story of an American M1 (a main battle tank), separated from its platoon during a dust storm, finding itself surrounded by Iraqi T-72s (the main battle tank of the Iraqi Army).

The details of the story varied with each retelling but the ending was the same: the M1 used its superior maneuverability and firepower to defeat the numerically superior enemy force and survived the encounter relatively unscathed.

Whether this incident actually occurred or not, I observed the glee with which my colleagues recounted it to others and the boost to morale it provided and this effect stuck in my mind.

It is through this lens that I read about the exploits of Vasily Zaytsev (see the “Sniper History” section). His diary tells the story of a three day sniper duel with a top German sniper during the Battle of Stalingrad. The German sniper turned out to be Major Konig, the head of the Wermacht’s sniper school.

There exist no German records of a Major Konig that was head of the Wermacht sniper school.

The two most plausible explanations for this discrepancy are that either the Soviet propaganda machine made the story up (or at least inflated the importance and rank of the defeated German sniper) or that the Wermacht erased any record of Major Konig in order to hide the devastating news of his defeat.

To my mind, the former is more likely; it is much easier to create a story or inflate the rank of a body buried under rubble than it is to erase any record of the existence of a supposed high ranking military official and instructor.

Either way, the German and Soviet forces were both noted for their extensive use of propaganda to bolster the morale of their own forces.

Apart from the kinship combatants feel with successful friendly units, there is another strong psychological effect the actions of friendly snipers have.

If a unit is operating in a dangerous area, knowing that a friendly sniper is watching over the area can provide a unit with the confidence to expose themselves as needed. In certain types of operations, it is necessary to expose yourself to successfully complete the mission.

> **Tip**
>
> For example, in counterinsurgency operations, you have to expose yourself to conduct frequent foot patrols of neighborhoods in order to establish a rapport with the civilian population and provide them with a sense of stability and safety.
>
> If the area is dangerous or heavily trafficked by enemy forces, friendly units will be much more wary and circumspect in their movements and not project the sense of calm and stability needed to reassure the civilian population. A friendly sniper can help mitigate some of that danger.

In Iraq, the most common manner in which this mechanism played out was in counter-IED operations. Insurgents would deploy IEDs along major routes, inhibiting the movement of Coalition forces and making it much more difficult to conduct the sorts of operations required to establish stability and order.

The deployment of snipers along these routes not only provided a sense of safety to those Coalition forces (often times they might not even know there was a friendly sniper nearby) but provided Coalition commanders with a wellspring of highly detailed intelligence on how IEDs were being deployed, who was deploying them, during what hours they were being deployed and what methods were being used to conceal them. And, of course, the reduction in the numbers of insurgents who could delpoy IEDs was also a strategic benefit.

Insurgent cells were often small enough that the loss of several members was enough to make the cell ineffective. In Iraq, snipers were also deployed in a similar manner against insurgent mortar and rocket teams, sometimes to great effect.

During the negotiations that occurred at the end of the Battle of Fallujah in 2004, among the first demands of insurgent leaders was that Coalition forces withdraw their snipers from the city.

> **Tip**
>
> In Afghanistan, this mechanism plays out in a similar manner. Remote outposts that have become beleaguered by constant enemy fire have made heavy use of snipers.
>
> This has enabled conventional units to leave these outposts and conduct their missions that involve close contact with civilian populations.

THE UNIQUE PSYCHOLOGY AND COGNITION OF THE SNIPER

Most of the military is very hierarchical so that the tasks associated with each rank are only performed by that rank. For example, a platoon leader will know how to operate and clean each of the weapons employed by his or her platoon but it is rare that he or she will be an expert in these tasks.

It is the job of the private to be proficient in those tasks. Conversely, the private will be aware of the basic structure of mission planning, but it is the platoon leader’s job to be the expert in that domain.

During a mission, the scope of the responsibilities transfers as you would expect: the platoon leader will only rarely fire his or her weapon; it is the platoon leader’s job to command the platoon. The individual private will be aware of the orders given to the platoon, but the private’s job is to secure his or her sector with the tools assigned.

The sniper team operates much differently. Each member of the sniper team must have very detailed knowledge of the mission plan. Each member will be involved in the planning of a mission and in the technical operation of all the mission equipment.

Because sniper teams are so small, each member of a sniper team must be able to operate without direct supervision from their superiors, unlike how a conventional infantry platoon operates.

In a conventional unit, criticism usually flows downhill. In a sniper team, criticism must flow both ways. **All members of the team must be capable of honestly assessing themselves and their teammates, and receiving the results of their teammates’ assessments.**

> **Tip**
>
> For example, if the shooter (usually a subordinate) is displeased with the quality of the wind calls given by the spotter (usually the team leader), the shooter is obliged to be forthright with the spotter and the spotter is obliged to take the criticism seriously, but not personally.
>
> This may seem trivial to a civilian, but this type of relationship is rather unusual in a military organization.

The sniper team’s effectiveness derives from its ability to observe. To that end, the disciplined team will be constantly training itself to improve their skills of observation. **The two most common tools are “KIMs games” (a backronym for “Keep In Mind”) and “observation exercises”.**

In a KIMs game, team member A will gather a handful (perhaps 10) of small objects and place them on a table. These objects can be anything, but some common ones are coins, shell casings, scraps of paper with something written on them and various tools.

Team member B will be given a certain amount of time to view these objects and commit them to memory (note taking is not allowed). This part of the game will usually be conducted in the morning.

At the end of the workday, B will attempt to write down as many of the objects as B remembers along with as many details about the objects as possible. As B improves, the allotted time to memorize the objects will be decreased. Ideally, all members of a sniper team will play the roles of both A and B.

In observation exercises, various small objects non-native to the environment will be placed and hidden in an area. This area can be a patch of grass or the side of a berm, for example. The other members of the team will then draw a range sketch (similar to a range card) with as many of the objects as they could spot.

This can be done from a certain distance with the naked eye or from a greater distance with binoculars or a scope. The team member setting up the exercise will try to hide the objects in such a manner that exploits weaknesses in human scanning tendencies.

> **Tip**
>
> For example, a green field pencil can be hidden in a patch of grass quite effectively if the pencil is parallel to the adjacent blades of grass which make it hard to spot with a cursory scan.
>
> After the allotted scanning period, the team member setting up the exercise will point out all the objects and the team members who did not spot them will take note of what scanning techniques they might have used to spot them so that they will be able to in the future.

These exercises require not only the cognitive skills being exercised but a strong sense of introspection and self analysis **. The only reliable way to improve at these tasks is to be honest with yourself.**

This approach, again, is very different from how conventional military units operate. In conventional units, criticism of one’s performance comes only from one’s superiors and this results in a culture of hiding one’s faults and relying on one’s superiors to conduct additional training for the faults they notice.

The sniper cannot afford such psychological self-indulgence.

Carlos Hathcock once crawled close to a mile over the course of four days for the chance to shoot an NVA general.

This sort of mission is at the extreme end of the spectrum for snipers, but it demonstrates the sort of psychological traits common to snipers: patient, analytical, methodical, and detail oriented. During his exfiltration, Hathcock had to crawl out roughly the same distance.

He resisted the urge to run out even though he was being pursued by his enemy. **Although he was terribly sleep deprived and under great stress, Hathcock displayed the ability to think critically and rationally. These are, perhaps, the most crucial components of the sniper’s mental toolkit.**

Sniper History

ORIGIN OF THE WORDS “SNIPER”, “SHARPSHOOTER”, AND “GHILLIE”

The snipe is a species of elusive and agile bird in India. In the 18th century, the few British soldiers who were quick and accurate enough marksmen to successfully hunt the snipe were informally referred to as “snipers”.

During the American Civil War, these marksmen often used rifles made by the Sharps Rifle Manufacturing Company and therefore also referred to as “sharpshooters”.

However, it is unclear if that term had any direct association with the manufacturer of the rifle, as it appears in literature close to fifty years prior.

Tip

Scottish lords would deploy servants to patrol their lands and protect their game from poachers. These servants fashioned suits that enabled them to blend in with their environment.

Some of the suits were reportedly so effective at concealment that they enabled their wearer to grab deer by surprise and drag them back to their lords in a ceremonial “mock hunt”. These servants were referred to as the “ghillies”.

AMERICAN REVOLUTIONARY WAR

Small groups of skilled marksmen, known as riflemen, patrolled on behalf of the Continental Army during the Revolutionary War. These units served to demoralize the British forces.

Captain Henry Beaufoy, of the British Army, noted -

“[They] were in the habit of forming themselves into small bands of ten or twelve. Accustomed to shooting in hunting parties, they went out in a sort of predatory warfare, each carrying his ammunition and provisions and returning when they were exhausted. From the incessant attacks of these bodies, their opponents could never be prepared; as the first knowledge of a patrol in the neighborhood was generally given by a volley of well-directed fire, that perhaps killed or wounded the greater part. [...] It has been readily confessed by old soldiers, that when they understood they were opposed by riflemen, they felt a degree of terror never inspired by general action, from the idea that a rifleman always singled out an individual, who was almost certain of being killed or wounded.”

These riflemen were so effective with their specially-designed rifles that British officers often removed signs of their rank from their uniforms before battle to avoid being targeted.

Marksmen on both sides of the conflict played important roles in determining the outcome of the war, both by shots taken and by shots not taken. During the pivotal Battle of Saratoga, rifleman Timothy Murphy5 is alleged to have fired the shot that killed British Army General Simon Fraser.

Fraser’s death expedited the surrender of British General Burgoyne’s forces. Several months prior, during the Battle of Brandywine, British Captain Patrick Ferguson had his sights set on a distinguished General of the American Army.

The general’s back was turned toward Ferguson and he decided it would be too unseemly a violation of protocol to shoot an officer from behind. This act of chivalry spared the life of General George Washington.

AMERICAN CIVIL WAR

John Hinson was an unaffiliated plantation owner before the outbreak of hostilities but, when his two sons were killed and their bodies mutilated by Union forces, he allied with the Confederacy.

Rather than join the ranks of the regular Confederate Army, he operated as an “irregular”, using his custom-built .50 caliber Kentucky Long Rifle to strike terror into the hearts of Union units operating in Tennessee and Kentucky.

He is alleged to have been able to hit targets up to a half mile distance (approximately 800 meters), an especially impressive feat with 1860’s technology.

Among his 36 confirmed kills were crew members of Union gunboats operating along the Tennessee and Cumberland Rivers.

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5. While British General Simon Fraser was known to have died of wounds sustained during the Saratoga Campaign, there is some controversy as to whether or not the fatal wound was delivered as a sniper shot from Timothy Murphy or through more conventional means by more conventional forces.

Another notable Civil War sniper was Confederate Sgt Ben Powell. Powell is credited with killing Union Major General John Sedgwick during the Battle of Spotsylvania, hastening that Confederate victory.

A (perhaps apocryphal) account of the incident had General Sedgwick admonishing his men for seeking cover when the enemy was so distant saying, “They couldn’t hit an elephant at this dis--,” his bravado cut short by Powell’s 730 meter head shot.

While the timing of the shot and Sedgwick’s final words may be contested in the historical record, the fact and placement of the shot are not. General Sedgwick was the highest ranking Union casualty and he was felled by a sniper’s well-placed bullet.

On the Union side, perhaps the greatest snipers could be found in Colonel Hiram Berdan’s 1st and 2nd US Volunteer Sharpshooter Regiments, units he formed and trained. They used, almost exclusively, the .52 caliber Sharps’ rifle.

Berdan’s units are credited with amassing the highest numbers of enemy casualties of any Union regiments. In addition to commanding these outstanding sharpshooter regiments, Berdan was an inventor, marksman and firearms expert of international renown.

His Berdan rifle was the standard issue Russian Army firearm for over 20 years. Berdan’s most lasting legacy, however, is the Berdan centerfire primer, a method of priming ammunition that he invented in the 1870’s, which is still in use today.

VASILY ZAYTSEV (WORLD WAR II)

From a very young age, Zaytsev displayed unusual talent for marksmanship. He enjoyed hunting with his grandfather but, since bullets were scarce, was forced to use them sparingly. At the age of 12, he killed his first trophy – a wolf, brought down with one shot.

Zaytsev was the originator of the Soviet Army’s sniper program. His exploits were fodder for the Soviet propaganda machine and a great boost to morale.

After witnessing Zaytsev take down a Nazi officer and two aides from a distance of 800 yards, his commanding officer saw to it that he was awarded a Medal for Courage and a specialized sniper rifle.

Zaytzev trained dozens of snipers at conferences during the war. His students are credited with anywhere from 1000 to 3000 kills. Zaytsev, himself, is credited with 149 confirmed kills and some estimates put his unconfirmed tally near 600.

He is also credited with many tactical innovations in the deployment of snipers, some still in use today. One such tactic, known as the “sixes”, involves deploying three two-man teams to cover a large region and has seen action recently as the conflict in Chechnya.

Zaytsev’s diary reports a three day sniper duel during the Battle of Stalingrad with a German sniper during which several of Zaytsev’s subordinates were killed, including his spotter.

The diary’s account of the battle concludes with Zaytsev allegedly spotting his opponent under a piece of sheet metal by catching the glint of reflected sunlight off his scope and then shooting him.

The diary goes on to report that Zaytsev took the German’s scope as a souvenir and examined the papers on the body. They revealed that the man was the head of the Wermacht sniper school, Major Erwin Konig.

No German records exist of a head of the Wermacht sniper school named Major Konig so it is unclear if the story was a fabrication of the Soviet propaganda machine or if records of the Major’s existence were destroyed to cover up the demoralizing defeat of their champion sniper by the enemy.

Either way, Zaytsev remains a towering figure in sniper history. His story was dramatized in the movie, “Enemy At The Gates”. Zaytsev’s rifle is on display at the Museum for the Defense of Stalingrad.

CARLOS HATHCOCK (VIETNAM)

Like Zaytsev, Carlos Hathcock learned to shoot at an early age and showed immense talent. Hathcock’s skills were further honed during Marine Corps boot camp, competitions and training.

In Vietnam, he was known for his calm precision and his impressive tally of 93 confirmed kills. His exploits were the subject of several books and the inspiration for many movies.

Hathcock’s sniping career came to a close when he pulled seven men from an unstable mine shaft in Vietnam. The explosion that followed caused him burns and other injuries that required a lengthy recovery.

This, coupled with his subsequent multiple sclerosis diagnosis ended his active sniping career. He was awarded the Silver Star for his actions in Vietnam.

BATTLE OF MOGADISHU (1993)

Task Force Ranger, a joint special operations unit operating as part of a UN mission, was conducting an operation to capture two aides to Mohamed Farrah Aidid. Almost immediately, the task force came under heavy fire, resulting in a Blackhawk helicopter being shot down.

When a second Blackhawk was shot down, there were scant few forces left to come to the survivors’ aid. The task force’s manpower was already devoted to getting to the first crash site and securing it.

Two Delta Force snipers, Randy Shughart and Gary Gordon, were in another Blackhawk, circling the second crash site. They provided sniper cover from the helicopter for some time.

When they saw a large Somali force moving towards the second crash site, they requested to be inserted near the crash site to provide assistance on the ground. Their first request was denied, but a subsequent request was approved.

Shughart and Gordon knew that it was unlikely they would be able to hold off the dozens, if not hundreds, of Somali fighters indefinitely. Eventually they would be overrun and captured or killed.

Their hope was that they could hold off their enemy long enough to provide an opportunity for a larger task force ground unit to secure the second crash site.

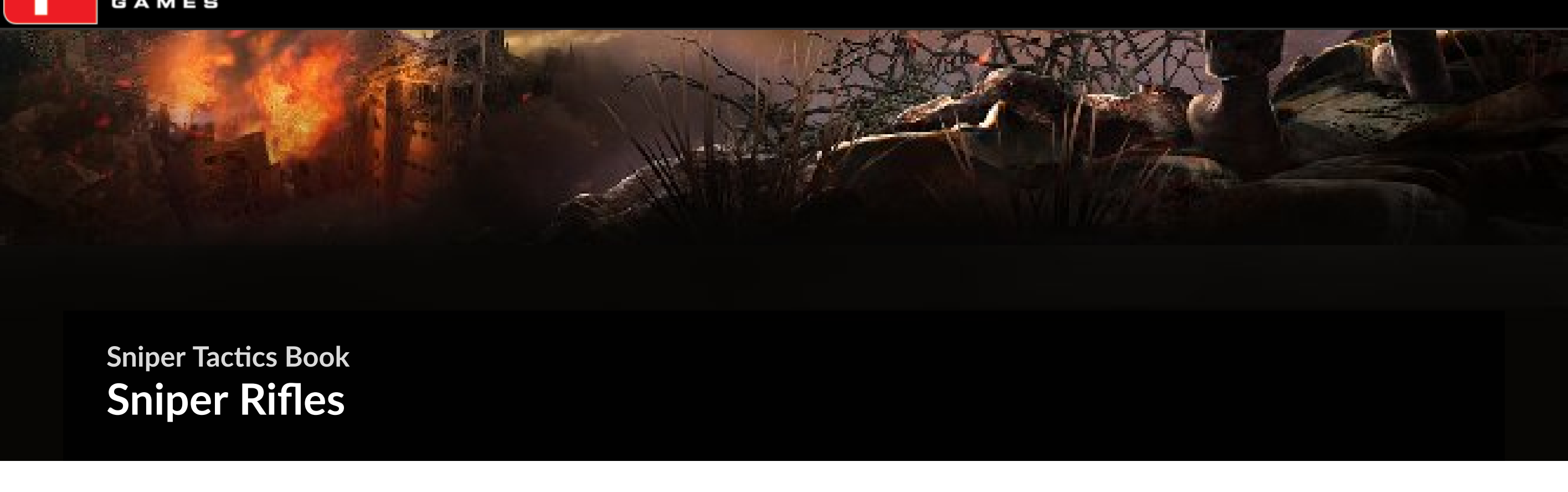
They were inserted near the crash site and fought their way to the wreckage. They extracted the survivors and began fighting off the amassing enemy. They used their sniper rifles, but as those weapons became depleted, they transitioned to their pistols.

As their ammunition ran low, Gordon retrieved more from the wreckage. Shughart was eventually mortally wounded. With the exception of pilot Mike Durant, the remaining survivors were soon killed, as well.

As Gordon neared the end of his ammo supply, he gave a few of his remaining rounds to Durant and wished him luck. Gordon was soon killed by the overwhelming enemy force. Durant was captured and held prisoner for 11 days.

After his release, Durant attributed his survival to the heroic actions of these two Delta Force snipers. Shughart and Gordon were posthumously awarded the Medal of Honor, the highest award bestowed upon any US sniper.

These events were recounted in great detail by Mark Bowden in his book, “Blackhawk Down” and then dramatized in the 2001 film of the same name.



Sniper Tactics Book

Sniper Rifles

THIS SECTION DESCRIBES MY EXPERIENCE, OPINION AND OBSERVATION OF SEVERAL OF THE SNIPER RIFLES IN SNIPER: GHOST WARRIOR 2.

M24

The M24 is a bolt action rifle, based on the civilian Remington 700. It usually fires the 7.62x51mm NATO round. This round is very similar, though not identical, to the .308 caliber round.

The M24 was designed with a "long action". This means that the length through which the user must operate the action to properly cycle a round is much longer than would be expected based on the length of the 7.62x51mm NATO round.

The reason for this is that, with just a barrel change and a rechambering, the M24 can be made to fire the .300 Winchester Magnum round or the .338 Lapua round.

These more powerful rounds increase the M24's effective range. In practice, though, this modification is rarely performed.

The M24, when firing the standard M118LR (colloquially referred to as "sniper ball ammo"), has an effective range of 800 meters and a muzzle velocity in the neighborhood of 790 meters/second (recall that muzzle velocity varies with atmospheric conditions).

This can be enhanced to 1500 meters with the .338 Lapua round. These effective ranges are merely the range during which the round is guaranteed to be supersonic.

A skilled shooter can still accurately engage targets past these distances with proper wind calls. An M24 that has been well cared for and properly broken in will be able to shoot groups approximately .6 MOA in size.

Tip

The M24 is often fitted with a set of bipod legs and a rail system on which can be mounted any of a variety of scopes. The most common scopes are the Leupold M3A, a 10x scope for daylight operations, or the AN/PVS-10 for nighttime operations.

In the US military, the primary user of the M24 is the Army. The marine Corps uses an M40, another variant of the Remington 700. The M40 uses a "short action", meaning it cannot be easily rechambered to use larger rounds. However, bolt manipulation is faster and more precise due the much shorter length of the action.

The Army originally opted for the longer action because they anticipated that the M24 would routinely be modified for use with the aforementioned longer range munitions. However, these modifications need to be performed by an armorer with specialized tools and the alternative ammo is somewhat rare in the military supply system.

Consequently, these modifications are rarely made. Because the advantage of the long action is rarely actualized, to my mind, the short action of M40 is the better alternative.

I was first trained as a sniper on the M24. Because of this, I compare all other sniper rifles to it. I am not, however, blind to the M24's faults.

The internal box magazine makes reloading much slower than it would be with a detachable box magazine as seen in the MSR or M200. The "crown" is the last point on the inside of the barrel with which the bullet is in contact.

If there is a nick or scratch to the crown, the precision of the rifle is reduced. Because of this, snipers are notoriously paranoid about protecting the crown of their rifles.

The M24 does not have an integrated flash suppressor, meaning its crown is exposed to all the environmental hazards one encounters on a mission.

From a logistics point of view, however, the M24 is a compelling system. It is easy to disassemble and clean. When chambered for the 7.62x51mm NATO round, the rifle can make use of any such ammo it finds, even if it is not match-grade sniper ammo.

If the sniper is in a remote outpost and resupply is not frequent, the M24 can make use of de-linked machine gun ammunition, albeit at the cost of reduced precision. **Rifles that use more exotic ammunition present real logistical problems.**

M200

The CheyTac Intervention (also known as the M200) holds the record for the best group at a distance, placing 3 rounds within 42 centimeters of each other at a distance of over 2100 meters. This amounts to a group of just under .7 MOA at a distance of just over 1.3 miles.

This impressive feat was possible because the Intervention was designed, from the ground up, to perform at this level. Rather than design the rifle around a pre-existing round, the Intervention was designed around two completely new rounds, the .408 CheyTac and .375 CheyTac.

Whereas most rifle ammunition consists of a lead or tungsten carbide core with a copper jacket, the CheyTac rounds are "mono" rounds.

They do not use different metals for the core and the jacket. The entire projectile is one solid piece of metal, providing a more uniform density distribution, allowing the ammunition designer to guarantee much tighter control over the balance and aerodynamic behavior of the round.

CheyTac claims this ammunition is designed so that the nose of the bullet is always facing directly into the wind, minimizing the random deflection due to tumbling that usually occurs in rifle rounds at long distances. This extraordinary claim is backed up by the Intervention's extraordinary accuracy record.

This outstanding bolt action rifle comes with a laser range finder and ballistic computer with integrated weather sensors. This enables the spotter to make highly accurate wind calls without the need to manually input weather data into a computer.

In adverse conditions, such as remote outposts without regular resupply or electrical power, these auxiliary electronic systems will eventually lose power and the sniper team will have to fall back on classical sniper techniques.

This is not necessarily a fault of the system, but the sniper team must not let its classical skills atrophy when using advanced systems. Additionally, the exotic ammunition used by the m200 make it less than ideal under adverse supply conditions.

Tip

However, if these factors are not in play, the integrated flash suppressor and detachable box magazine (as well as phenomenal precision) put this system into a league of its own.

This is an ideal rifle for taking very long distance shots, provided the sniper need not travel too far by foot. After all, the M200 is nearly twice the weight of the M24 and 10" longer.

MSR

Remington's Modular Sniper Rifle (MSR) is a response to USSOCOM's request for bids for their Precision Sniper Rifle contract. The MSR was designed around the .338 Lapua Magnum though it can be rechambered to accept the 7.62x51mm NATO round as a well as a variety of other similarly sized rounds.

It comes with the standard accoutrements common to modern sniper rifles such as an adjustable buttstock, an adjustable cheek pad, bipod legs, and a detachable suppressor.

The bolt action MSR meets the contract criteria by pro- viding the user with 1 MOA at 1500 meters with the .338 Lapua Magnum. Unlike the M24 which uses an internal 5 round box magazine, the MSR employs a detachable 5 or 10 round box magazine, making reloading much smoother and faster. Its integrated flash suppressor protects the crown.

The MSR is approximately the same weight and length as the M24, making it a reasonable rifle to carry during long dismounted movements. The buttstock can be folded (though it cannot be fired well in this configuration) to reduce its carry length by 10". Reconfiguring the rifle for alternative ammunition is an easier affair with the MSR than it is with the M24.

The change to .338 Lapua Magnum from 7.62x51mm NATO (and back) can be performed without an armorer's specialized tools, giving this rifle the best of both worlds: the range advantages of the .338 Lapua Magnum when available, and the logistical advantages of 7.62x51mm NATO when necessary. In my opinion, with the MSR, Remington fulfilled the original promises of the M24 and corrected some of its flaws, making the MSR superior to its predecessor.

XM500

American Barrett Firearms Company's experimental XM500 is an evolutionary improvement over its M82 .50 caliber sniper rifle. Unlike the M82, the XM500 employs a bullpup design which drastically reduces the overall length of the rifle without sacrificing barrel length.

This is accomplished by placing the action on top of the barrel rather than behind it, allowing the chamber and barrel to be shifted rearward, into the buttstock. This design also reduces the weight of the rifle by close to 6 pounds, dramatically improving usability. Most notable, however, is the XM500's impressive improvement over the M82's mediocre 3 MOA precision.

This gas operated, semi-automatic rifle uses a detachable 10 round box magazine. The .50 caliber round makes it especially suited for use on "material" targets such as lightly armored vehicles, parked aircraft, and unhardened equipment (for example radar, radio and generators).

The bipod legs and rail mounted scope allow the user to perform these tasks out to an effective range of 1800 meters. The XM500 has inherited the M82's characteristic muzzle brake which reduces recoil and improves stability.

This is accomplished by redirecting the exhaust gases to the side and to the rear, often blasting these gases and dust into the spotter's face. My experiences with the XM500's predecessor, the M82, were not favorable.

It was not uncomfortable to shoot but its 30 lbs weight and 57 inch length made it unwieldy to carry on missions. The M82's unimpressive 3 MOA precision ensured that even if available, the sniper squad rarely took this rifle on their missions.

However, if we had had the XM500 at our disposal, it would have been a different story. The XM500 improves on almost every single complaint about its predecessor making it a very compelling addition to the .50 caliber arsenal.

SV DRAGUNOV

The Dragunov is the standard sniper and squad designated marksman rifle for the Russian military. It is chambered in the 7.62x54mmR round and feeds from a detachable 10 round box magazine. Note that this is not a NATO round as it is slightly longer than the 7.62x51mm NATO round.

The standard Dragunov does not come with bipod legs, however several variants used in other countries do.

When using match grade ammunition (ammunition that has tighter tolerances in projectile mass and powder load than does conventional infantry ammunition), the Dragunov can achieve precision in the 1 MOA range, a commendable achievement for a gas operated semi-automatic rifle.

When fitted with its standard PSO-1 scope, the rifle has an effective range of 800 meters and a muzzle velocity of 830 meters/second.

The standard PSO-1 scope is a unique instrument. It is one of the few sniper scopes that has an auxiliary reticule that is specially designed for range estimation.

In addition to the standard central reticule with stadia lines indicating bullet drop and windage adjustments, there is an auxiliary reticule in the lower left corner of the visual field. This reticule consists of a lower flat horizontal line and an upper upward-curved line.

The user places his target (assumed to be a standing average sized male of 1.7 meters) in this reticule so that the target's feet are touching the lower flat line and the target's head is touching the upper upward-curved line.

There are numerical markings along the upper curved line indicating the distance to the 1.7 meter man that subtends that given angle. This subtle, clever, low cost, durable, and very useful solution is typical of robust inventive Russian design.

During one of many joint missions with the new Iraqi Army, I had the opportunity to play around with a Dragunov and look through the PSO-1 scope. The scope is, indeed, as intuitive and easy to use as one would expect from such a well designed instrument.

It is unclear to me why the auxiliary reticule is not copied or improved upon by other manufacturers.

AW50

Accuracy International's AW50 is a bolt action .50 caliber anti-material rifle. The standard model comes in at a hefty 33 lbs. Unusual among sniper rifles, the AW50 features a folding buttstock that makes it easier to carry.

The buttstock also features all the standard adjustments the modern sniper has come to expect. In addition, the AW50 has a "third leg", an adjustable support that extends downward from the buttstock and operates in place of a sand sock. This allows for more accurate and stable use of such a large and powerful weapon.

The AW50 has a rail system that allows for mounting one of its three standard scopes: a fixed 10x, a variable 3-12x, or a variable 4-16x. The rail system conforms to the Picatinny standard, so it will also accept any of the standard night vision scopes.

This rifle comes with a built in muzzle brake but it will also accept a detachable suppressor. Fed from a 5 round detachable box magazine, this rifle offers its user an effective range of up to 2000 meters.

.50 caliber is an extremely large and powerful round. Most .50 caliber sniper rifles are semi-automatic and gas operated. This usually entails a spring-operated buffer system that dampens the recoil and preserves some degree of user comfort, as well as providing the energy to operate the action.

It is rare to find a bolt action .50 caliber as bolt action rifles usually transmit their full recoil force into the user's shoulder.

The AW50 mitigates this problem by employing a muzzle brake and using a hydraulic dampening system in the buttstock. These features, coupled with the rifle's prodigious weight, serve to offer the user a very powerful anti-material weapon, with the accuracy of a bolt action rifle and yet a remarkably manageable recoil.

With standard .50 caliber ammunition, the AW50 can penetrate lightly armored vehicles, unhardened equipment, parked aircraft, all body armor and other "material" targets.

Certain variants of the standard .50 caliber can improve penetration; the SLAP round (Sabot-Launched, Armor Piercing[4]) being the most formidable example. However, some of these non-standard rounds are not match-grade and therefore will not be fired with the same precision as match-grade ammo and can reduce the lifetime of the rifle.

The AW50's folding buttstock reduces its length by 10", making it the same length as the XM500. However, the AW50cannot be fired when it is 46" long, whereas the XM500 can. Additionally, the AW50 outweighs the XM500 by a good deal, making the XM500 preferable for missions that require moving long distance on foot.

However, the AW50'sbolt action is probably more accurate than the XM500's semi-automatic action, making the former the preferred tool for extremely long distance shots.

DSR

The DSR is a German-built bolt action, bullpup sniper rifle. It can be chambered for the 7.62x51mm NATO round (technically, the .308 Winchester, however the two rounds are almost perfectly interchangeable), as well as the .300 Winchester Magnum or the .338 Lapua Magnum. _________________

4. The SLAP round is what is referred to as a "sub-caliber" munition. It features a tungsten carbide penetrator sheathed in a light plastic sabot. The entire projectile is significantly lighter than a conventional tungsten-carbide-cored copper-jacketed .50 caliber projectile, therefore it has a much higher muzzle velocity given the same powder load.

As the SLAP round leaves the barrel, the plastic sabot breaks apart, leaving the penetrator to travel on its own to the target. The higher velocity, smaller cross-section and sharper and harder impact point mean the round delivers a much higher impact pressure, vastly improving penetrating power.

The plastic sabot, however, can gum up barrels and this fouling can reduce the lifetime of the weapon system.

Like most modern sniper rifles, the DSR features bipod legs, a scope and an adjustable buttstock and cheek pad. In addition, the DSR has an integrated flash suppressor that will also accept a detachable sound suppressor.

When chambered for the 7.62x51mm NATO, the DSR feeds from a 5 round detachable box magazine and can achieve precision in the .5 to .6 MOA range. It provides an effective range of 800 meters in this configuration.

When chambered for the .300 Winchester Magnum, this rifle has been reported (under controlled conditions) to deliver outstanding bullet groups as small as .34 MOA. This change of ammunition extends the effective range to 1100 meters.

When configured for .338 Lapua Magnum, the effective range stretches out to 1500 meters. The detachable box magazine and integrated flash suppressor, coupled with the DSR's length and weight (both roughly the same as the M24) make this a very compelling competitor to the M24.

The phenomenal precision of the DSR puts it ahead, in my opinion. The fairly straightforward process of reconfiguring the DSR for alternative ammunition only improves my opinion of the DSR.

The DSR has several variants. Notable among these are the DSR-50, chambered for the .50 caliber round, and the DSR-1 Subsonic, chambered for the 7.61x51mm NATO subsonic rounds.

Sound suppressors do not operate as portrayed in the James Bond movies; suppressed weapons are still somewhat louder than the whisper we have come to expect. Suppressors cut down on the overall intensity of the noise and make it difficult for the enemy to get a clear idea of the location of the shooter.

What suppressors cannot do, however, is reduce the sonic boom created by supersonic rounds. This sonic boom is responsible for the characteristic "crack" heard by many a combatant as a round narrowly misses their head.

Subsonic rounds sidestep this issue by never traveling faster than the speed of sound and therefore never generating a sonic boom. Their much lower muzzle velocity means they are not well suited for long distance shots.

Because of this, the DSR-1 Subsonic is a true stealth weapon, designed for closer range but very quiet shots.

VINTOREZ

The VSS Vintorez is an unusual sniper rifle. It is chambered in the Russian 9x39mm round, a heavy subsonic round. These rounds are fed from either a 10 or 20 round detachable box magazine. Rhe Vintorez is usually fired in semi-automatic mode, but it has the ability to be fired in automatic mode as well.

The Vintorez features a wooden skeleton stock and a fully suppressed short barrel. The weapon is designed for stealth and concealment. With the suppressed barrel and subsonic ammunition, it only achieves a muzzle velocity of 290 meters/second and an effective range of 400 meters.

However, these features enable it to be carried while on undercover and covert missions, and its compact size attracts less attention. The Vintorez can also be disassembled and placed in a specially made briefcase for concealed undercover travel.

Tip

This rifle has a side mount that will accept a variety of Russian scopes, including the PSO-1 for daylight operations and a variety of night vision scopes for nighttime use. A weapon like this has a very specific niche application: this is an assassin's weapon.

M14 EBR

The Mk-14 Enhanced Battle Rifle (EBR) is an upgrade of the classic M14 battle rifle. The M14's barrel and receiver are replaced, but the action is maintained.

The EBR is usually fitted with a full rail system that allows numerous accessories, including a variety of scopes and bipod legs. The upgraded barrel is a bit shorter and more accurate, as well as featuring a more modern flash suppressor.

This semi-automatic rifle, when firing its standard 7.62x51mm NATO rounds, achieves a muzzle velocity of 850 meters/second. Fed by a 10 or 20 round detachable box magazine, the rifle has an effective range of 800 meters.

When using appropriate optics, its users have reported precision in the neighborhood of .9 MOA, a commendable feat for an upgrade to such a classic rifle.